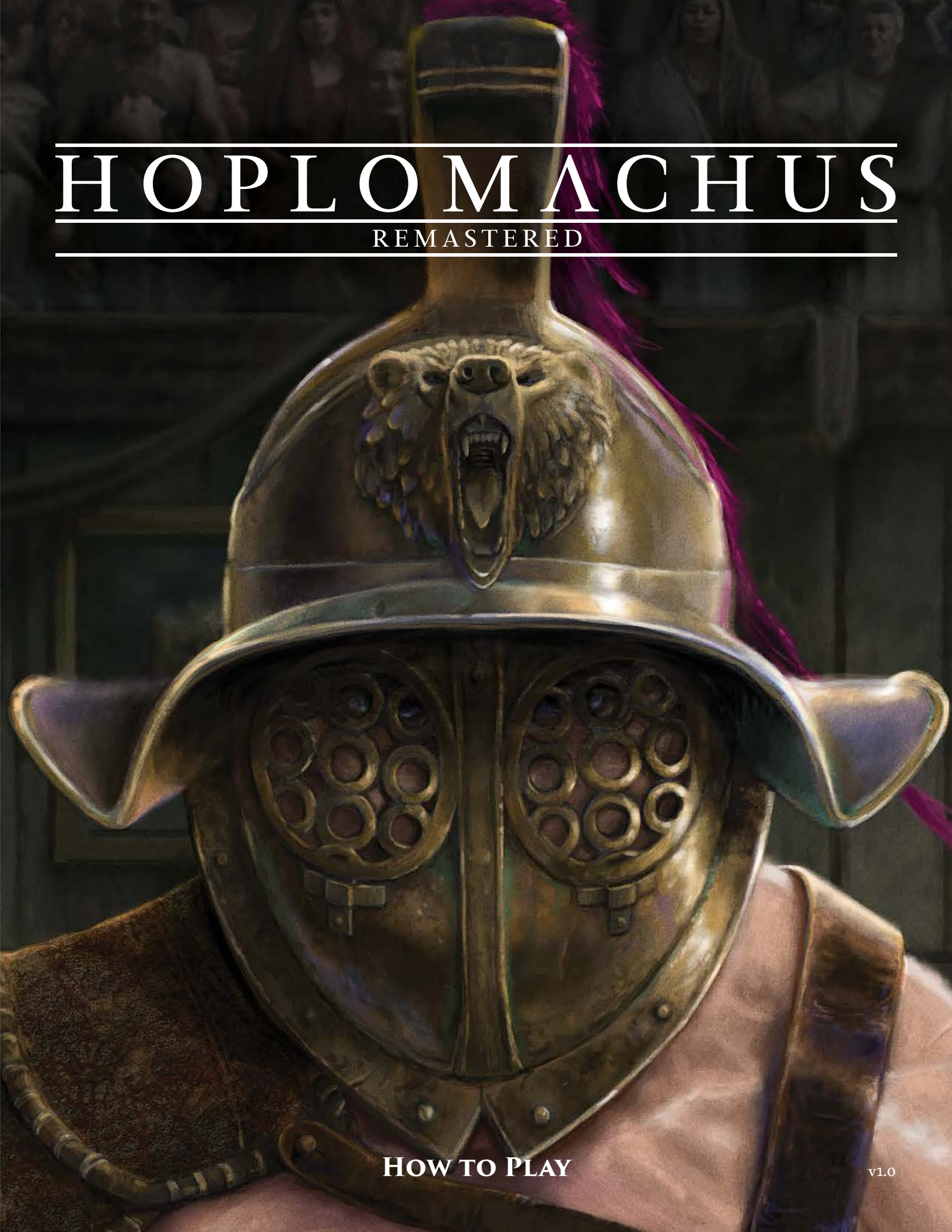

HOPLOMACHUS

REMASTERED

How to Play

v1.0

A Note from CTG

It's been a decade since the first *Hoplomachus* game launched on Kickstarter. *Hoplomachus: The Lost Cities* was the first Chip Theory game ever, and thinking about it now feels like traveling to a completely different world. Chip Theory wasn't really a company; it was a pair of cousins in a garage, dreaming and hustling and spitballing, never imagining that their first game would spawn another, and another, and eventually a business with a whole line of products and the best fans in the board game community.

Our original trio of Hoplo games — *The Lost Cities*, *Rise of Rome*, and *Origins* — are still beloved by fans and in our hearts, but the nature of their creation meant that they can't really stand alongside what we've built since then. We have artists, graphic designers, editors, rulebook experts, support staff, and a host of other team members now that make our games what they are, and the *Hoplomachus* line needed an update to best serve its robust mechanics and spirit of lively combat.

We decided that the best solution would be two games, *Hoplomachus: Remastered* and *Hoplomachus: Victorum*. This one, *Hoplomachus: Remastered*, is a crystallization of the best of the original Hoplo line with new theming and sharpened gameplay, retaining the versatile, widescreen gladiatorial strategy the original games were known for.

Looking back is always fun, but we were blown away by how many of you chose to join us. It speaks to the enthusiasm Hoplo fans still have for this line, as well as the goodwill fostered by our community. The *Hoplomachus* campaign was one of the craziest, most exciting ones we've ever been a part of, and we're so happy to be able to put the product of that into your hands. We hope *Hoplomachus: Remastered* makes the history of this franchise play even better and inspires gamers to keep it in their rotation well into the future.

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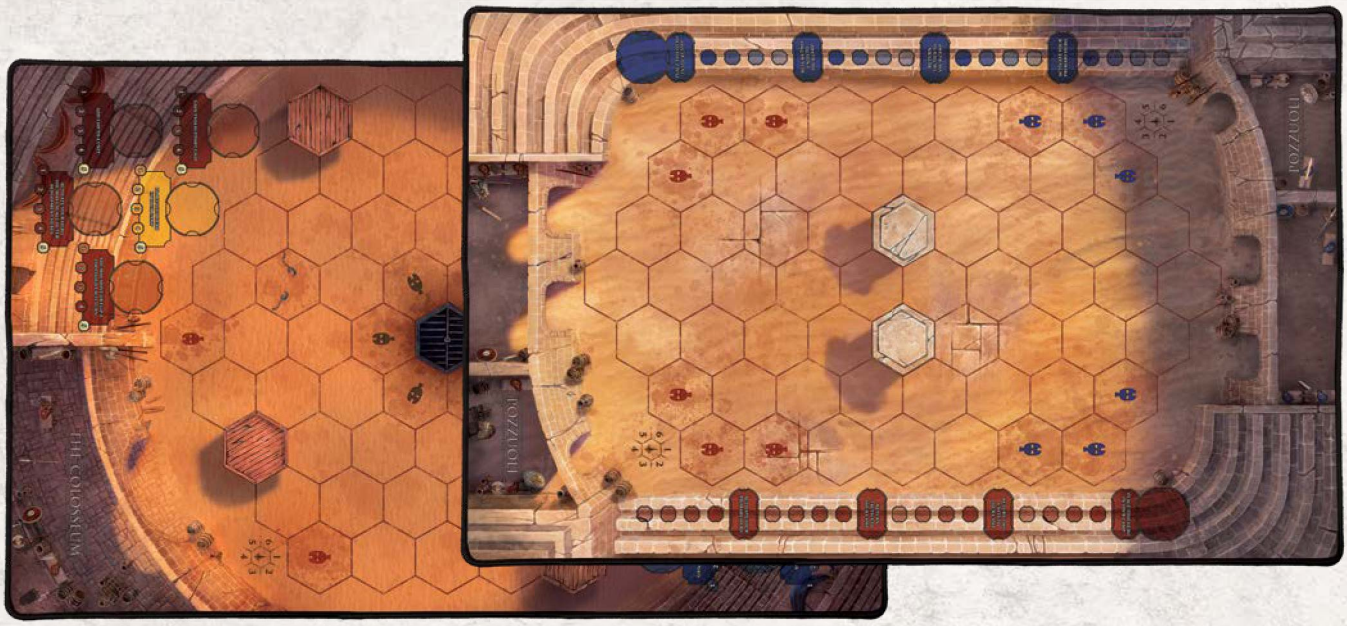
Table of Contents

Components **4**
Fight for Glory! **6**
Overview **6**
The Most Important Rules **6**
Game References **6**
Key Concepts **6**
Troops, Controllers, and Teams 6
Units 7
Faction 7
Class 7
Range 7
Movement 7
Health 7
Attack 8
Skills 8
Heroes 8
Arenas 9
Pozzuoli Arena 9
The Colosseum 10
Crowd Favor 11
Crowd Favor in Pozzuoli Arena 11
Pozzuoli Arena Crowd Favor Rewards *11*
Crowd Favor in the Colosseum 12
Colosseum Crowd Favor Rewards *12*
Support Chips 12
Footholds 13
Sentinels 13
Tactics 13
The Structure of Play **14**
General Rules for Combat 14
Setup 14
Player Turns 14
Check Stone Hexes 14
Deployment 15
Tactic Placement 15
Movement 16
Abilities 16
Engage 17
Rival Turns 17
Deployment 18
Movement 18
Abilities 20
Engage 20
Defeated Units 21
End of Combat 21
Game Modes Overview **21**
Onslaught Mode 21
Ascension Mode 21
Skirmish Mode 21
Pandemonium Mode 21
Alliance Mode 21
Onslaught Mode **22**
Goal 22
Setup 22
Deployment Hexes 22
Unit Limits 22
Crowd Favor 23
Damaging Immortals 23
Allies 23
Priority List 23
Turn Order 23
Immortal Turn 23
Immortal Deployment Step 23
Immortal Engage Step 24
Arena Turn 25
Defeated Units 25
Waves 25
Forfeit 25
Ascension Mode **26**
Goal 26
Setup 26
Deployment Hexes 27
Unit Limits 27
Allies 27
Crowd Favor 27
Turn Order 27
Titan Turn 28
Titan Deployment Step 28
Titan Activity Step 28
Titan Allies 29
Shards 29
Forfeit 29
Skirmish Mode **30**
Goal 30
Setup 30
Deployment Hexes 30
Pozzuoli 30
Colosseum 30
Unit Limits 31
Crowd Favor 31
Pozzuoli 31
Colosseum 31
Turn Order 31
Primary Heroes 31
Pozzuoli 31
Colosseum 31
Pandemonium Mode **32**
Goal 32
Setup 32
Deployment Hexes 32
Unit Limits 32
Crowd Favor 32
Turn Order 32
Player Turns 33
Check Stone Hexes Step 33
Deployment Step 33
Heroes 33
Forfeit 33
Alliance Mode **34**
Goal 34
Setup 34
Deployment Hexes 34
Unit Limits 34
Crowd Favor 34
Turn Order 35
Forfeit 35
Integrating with Victorum **35**
Key Terms **36**
Credits **39**
Quick Reference **40**

Components



Arena Mat (double-sided)

Chip Trays (4)

Chip Bags (2)

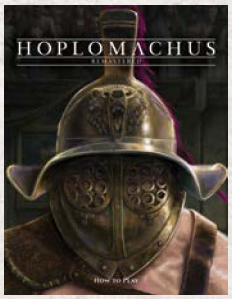
Crowd Favor Beads (2)

Titan Reference Cards (6)

Immortals Reference

Arena Dice (3)

Unit Skills Reference



Rulebook

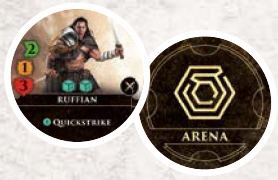
Attack Dice (17)

- 4 Yellow Dice
- 4 Blue Dice
- 4 Green Dice
- 4 Black Dice
- 1 Red Die

Faction Hero Chips (7)

Faction Unit Chips (70)
• 10 Unit Chips for Each Faction

Faction Tactic Chips (28)
• 4 Tactic Chips for Each Faction



Arena Unit Chips (8)

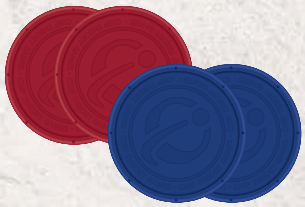
Shard Chips (4)

Support Chips (8)

Immortal Chips (6)

Neutral Hero Chips (3)

Titan Chips (9)
• 6 Titans
• 2 Ifreet Tendrils and 1 Ifreet Head



Health Chips (68)
• 34 Red Chips
• 34 Blue Chips

Fight for Glory!

The year is 79 AD. The minions of Pluto, lord of the underworld, roam the earth as the evil god threatens Armageddon. The best warriors of seven nations have gathered in the Roman Empire to hone their skills in the gladiatorial arenas, counting on their combat prowess to defend against Pluto's destruction and win them glory on the pages of history.

Though the nations duel each other to separate the wheat from the chaff, they are not the only ones with an interest in these bloodthirsty games. Pluto has sent his emissaries, the new titans and immortals, to defeat the gladiators before they can build up their strength. To stave off these supernatural warriors will require every ounce of strength the mortal armies can muster.

Overview

In *Hoplomachus: Remastered*, you command a troop of fierce warriors from far-flung lands who compete in the deadliest arena games in the world for the glory of their homelands.

Remastered can be played as a solo, 2-player cooperative, or 2- to 4-player competitive game of tactical arena combat.

Each game of *Remastered* is a battle among troops. Troops can be controlled either by players or by the game itself. Sometimes troops work together in a team, composed either of different players or several non-player troops.

Each battle takes place in one of two arenas: the legendary Colosseum or iconic Pozzuoli arena.

Every game uses one of five game modes that lay out the broad parameters of play. A mode determines how many people can play, whether there can be teams, which arenas can be used, what chips are available, how the rules related to crowd favor work, how to win, and more.

The Most Important Rules

Like the greatest architecture of antiquity, *Hoplomachus: Remastered* is supported by a solid foundation. Its cornerstone rules are:

- **The rulebook's precedence.** This rulebook, and its official errata and frequently asked question lists, are the definitive source of the rules of *Remastered*. Official tutorials, online references, and videos come second in precedence.
- **Mode-based exceptions.** The rules of a game mode (see pages 22–35) supersede the rules in the preceding sections of the rulebook.
- **Component-based exceptions.** The rules on individual components — such as those that appear on the reference cards for immortals or titans — supersede the rulebook by creating exceptions.
- **The word "cannot."** The word "cannot" in a component effect means that effect can't be overruled by another game effect.
- **The word "may."** The word "may" always indicates a choice you can freely make.
- **Player's choice.** In solo and cooperative games, players often have choices to make on behalf of rival units. Players can and should use these decisions to their advantage, and make them together when playing cooperatively.

Game References

There are a few pieces of reference material that you should be aware of as you read these rules and play the game. First is the Unit Skills reference, which is a full-sized PVC sheet separate from this book. It features all of the definitions for skills found on unit chips in both this game and *Hoplomachus: Victorum*. Second is the list of Key Terms on pages 36-39, which provides you with definitions for important terms in this game. If you come across a term or concept you are unfamiliar with, the Key Terms list is a great place to look.

Key Concepts

Before introducing how *Remastered* is played, it is important to understand the key concepts of the game. If you prefer to skip straight to how the game is played and flip back to this section as needed, see "The Structure of Play" on page 14.

Troops, Controllers, and Teams

Remastered is a combat-based game featuring units of different configurations of control and allegiance. Each game mode requires you to understand a few terms that describe these factors.

Every game of *Remastered* has two or more troops. A troop comprises all the units and components belonging to one controller. A controller can be a player, or it can be a non-player "AI."

Troops can either be allied, meaning they are working together, or opposing, meaning they are fighting against each other.

Troops that are allies are considered to be on the same team. Units that are allies will not mark, target, or attack each other.

Competitive games see player's troops opposing each other. Solo and cooperative games, however, see players teamed up to battle against non-player controlled rival troops.

Rival units are all of the units that oppose players in solo and cooperative games. Immortals and titans are examples of rival units. Arena units are also rivals that serve to make the battlefield more dynamic and compelling for the players' troops as they struggle to prevail. Rival units are sometimes divided into two troops, with arena units collectively making their own troop separate from other rivals. However, rival troops are on the same team, and oppose player-controlled troops.

Units

In *Remastered*, units are game pieces that participate in combat in the arena. Each unit is represented by a chip that contains the information players need to know about the unit.

Unit Chip

Name. *What the unit is called.*
Movement. *How far this unit can move.*
Range. *How far away this unit's target can be in combat.*
Health. *How resilient this unit is.*
Attack. *The dice this unit rolls when attacking.*
Class. *What type of unit this is.*
Skills. *What exceptional capabilities this unit has.*
WARRIOR
RETALIATE
WHIRLWIND

Faction

Many units belong to a faction. Their faction is represented by the color of their chip. With the exception of heroes, faction units also have a unique back with their faction name printed on them.

During game setup, players will select a faction. The units of that faction will be controlled by that player for the game.

Units that do not belong to any particular faction include immortals, titans, arena units, support chips, and neutral heroes.

The Warrior shown previously is from the Amazons faction, which is indicated by its chip color and back.

Class

There are five unit classes, each represented by an icon: Archer (), Attacker (), Beast (), Defender (), and Tactician ().

A unit's class indicates what type of unit it is. Each class is generally associated with a specific skill and/or stat. For example, Tacticians generally have the skill Tactical, and Archers tend to have a Range of at least 2. Game effects may apply to specific classes of units as well.

The shown Warrior has the Attacker class.

Range

A unit's Range indicates the maximum number of hexes away a target of this unit's attack can be. Range 1 indicates the unit's target must be on an adjacent hex, while Range 2 means that the unit's target can be up to 2 hexes away, and so on.

The shown Warrior has Range 1.

Movement

A unit's Movement indicates the maximum number of hexes it can move during the Movement step of its troop's turn.

The shown Warrior has Movement 2.

Health

A unit's Health indicates how much HP (hit points) it is deployed with.

A unit's HP is represented by red or blue chips, which are stacked beneath the unit's chip. When a unit is dealt damage, it loses HP, meaning the equivalent number of chips are removed from its HP stack. If a unit ever suffers damage such that no HP remains under its unit chip, that unit is defeated. Defeated units are discarded.

Each team uses a uniform color for their HP — red or blue — so it is easy to determine which units are allied with one another. Crowd favor tracks and some deployment hexes are similarly color coded.

When a unit heals, it cannot heal HP above its Health stat. When a unit gains HP in other ways, it can exceed its Health stat.

The shown Warrior has Health 3. When deployed, it would be stacked with three health chips of its team's color beneath its unit chip.

Attack

A unit's Attack indicates which of the colored dice that unit rolls when it attacks another unit. Each die icon on a unit's chip indicates that one die of the matching color is rolled.

The shown Warrior rolls one black, one blue, and one yellow die when it attacks.

Dice of different colors have different chances of rolling a hit because they have more, or fewer, faces showing hit icons, as shown below. Dice with a higher number of hit icons are considered stronger than dice with lower odds.

Each hit icon rolled during an attack deals 1 damage. Sides that do not have a hit icon are considered misses and have no effect. When a unit attacks, it totals the number of hits rolled and deals the resulting damage all at once to its target.

Hit Icon

Miss Icon

Die Color	Hit Faces
Yellow	2
Blue	3
Green	4
Black	5
Red	6

Each die icon has a number in it corresponding to the number of hit faces it has. This is a helpful reminder for players and assists colorblind players in differentiating them. To further help differentiate the dice, each color of attack die has a unique border as well, including a number of divots corresponding to the number of hit sides it has, for the same reasons.

Skills

Each unit's chip lists the skills it has. All skills are described on the Unit Skills reference.

There are three types of skills. A skill's type indicates when it is active or how it can be used. Innate skills are preceded with I, Ability skills with A, and Special skills with S.

- **Innate:** The skill either has an ongoing effect or an effect that is triggered by a specific circumstance explained in the skill's definition.
- **Ability:** Used during the Abilities Step of its troop's turn.
- **Special:** May be used during the Engage Step of its troop's turn instead of attacking.

The shown Warrior has Retaliate (an Innate skill) and Whirlwind (a Special skill).

Heroes

Heroes are a specific type of unit in *Remastered*. Their roles vary according to the game mode being played, but they are always key to their team's success.

Heroes are elite units, which means they cannot have tactics played on them. Immortals and titans are also elite. Elite units can be easily identified because their chips are twice as thick as the chips for non-elite units.

While hero chips have the same anatomy as other units, they differ in that they have an active side which shows the hero's stats and an inactive side which shows only an illustration.

Inactive heroes that are not in combat cannot be deployed. Inactive heroes that are in combat cannot move or attack, and all of their skills are ignored. Opponents can still attack, damage, and even defeat them.

Active Side

Inactive Side

Most heroes belong to a faction, and their chips are colored to match the other units of the same faction. When a player chooses a faction during game setup, that faction's hero is that player's primary hero.

Some heroes are neutral; they belong to no faction, and their chips are white. Neutral heroes are gained through crowd favor rewards during play. If a player gains control over a neutral hero, it becomes part of that player's troop as their secondary hero.

Rostam is an example of a neutral hero, represented by a white chip. This differs from faction heroes whose chips match the color of their faction.

Arenas

Each game of *Remastered* is played in either the Pozzuoli or Colosseum arena. These arenas are modeled after the iconic real-life arenas of the same names.

The play area of each arena is composed of hexes, which are the spaces that units use for movement and for determining their range. Hexes that share a side are considered adjacent to each other. Unless otherwise stated, units can move onto and occupy any hex in the arena that is not occupied by another unit, including deployment hexes and hexes with other specific functions.

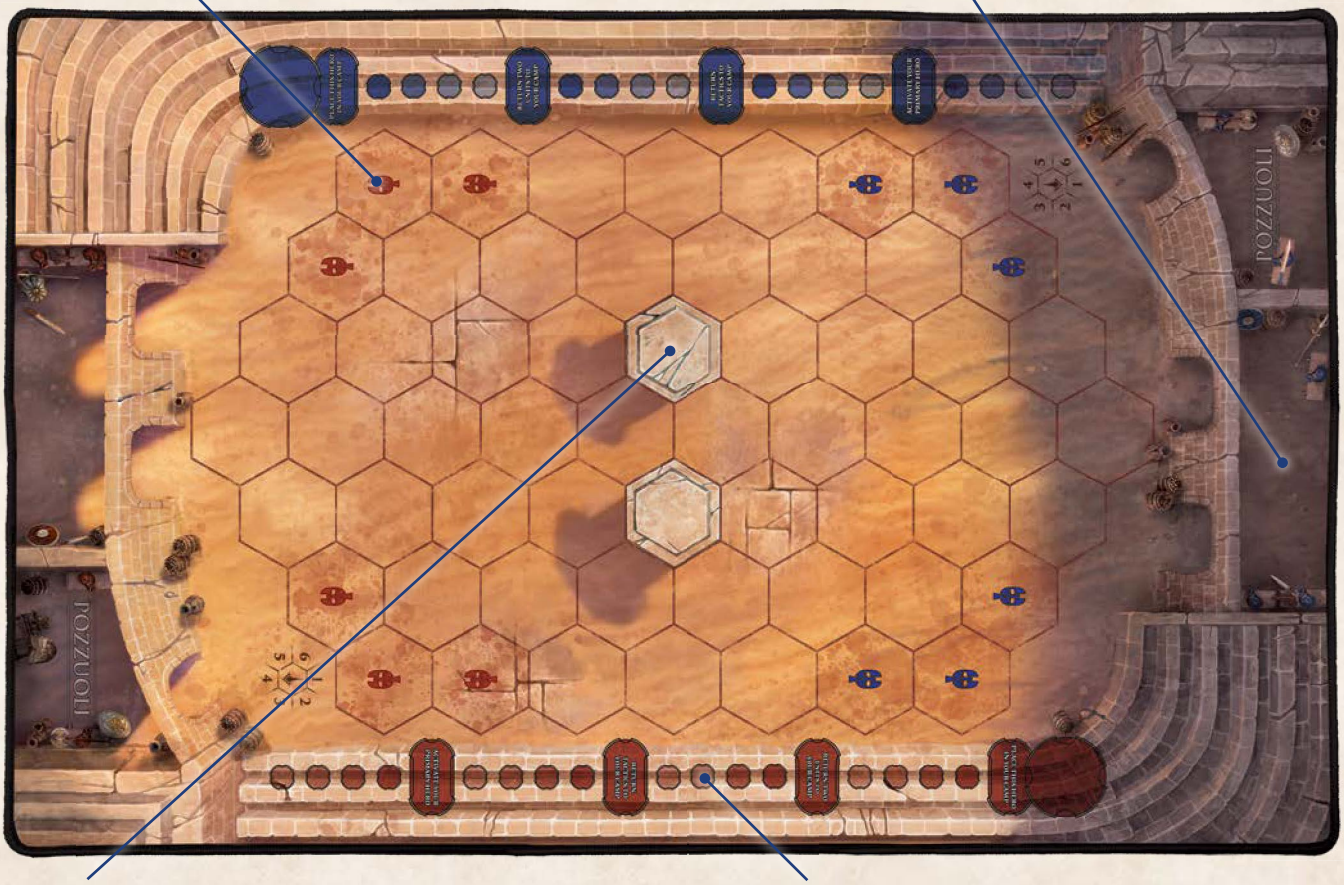
Each arena has two sides, the red side and the blue side. Troops will be assigned to one of these sides and will use the crowd favor track, deployment hexes, and HP chips of their assigned color.

Pozzuoli Arena

The amphitheater at Pozzuoli is an elliptical arena that can hold tens of thousands of people.

Deployment Hexes. *The 12 deployment hexes (marked with the ♔ icon) are where units enter the arena when they are deployed. The six deployment hexes on each side of the arena can only be used for deployment by the troop or team of the matching color.*

Camp. *The area where troops can keep their units that are available to be deployed as well as tactics that are available to be played. In games with more than two troops, some troops will have to designate a different area of the arena mat for their camps.*



Stone Hexes. *Units occupying one or both of these two hexes at the start of their troop's turn are granted special bonuses that vary by game mode.*

Crowd Favor Tracks. *Players gain crowd favor by completing tasks as outlined by the game mode. Crowd favor is marked using a glass bead. The tracks are linear, and troops are granted rewards when they reach certain benchmarks on the crowd favor track.*

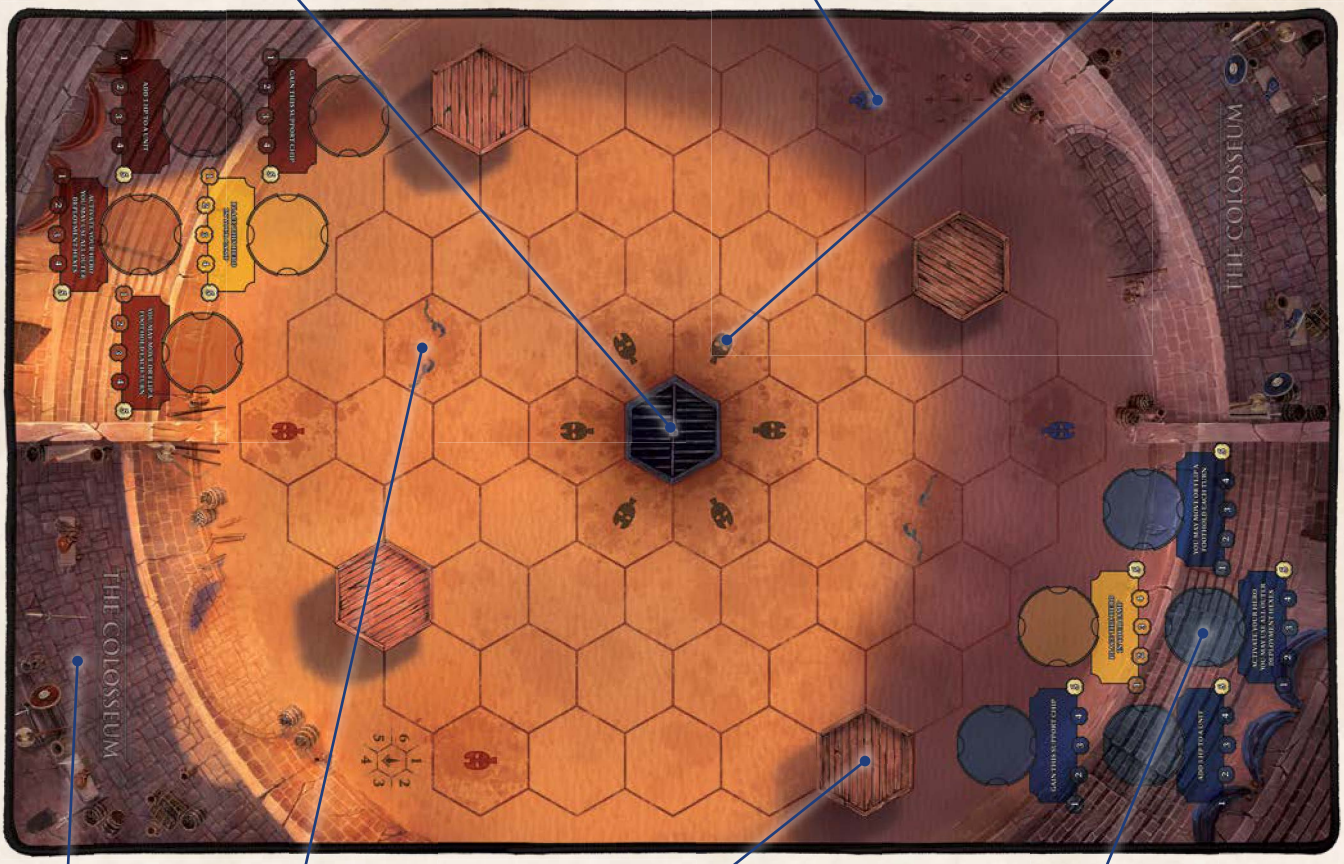
The Colosseum

The Colosseum stands at the city center of Rome, the largest amphitheater ever built, able to hold tens of thousands of raucous, cheering spectators.

Outer Deployment Hexes. *Deployment hexes (marked with the icon) are where units enter the arena when they are deployed. The two outer deployment hexes on each side of the arena can only be used for deployment by the troop or team of the matching color.*

Center Deployment Hex. *All troops may deploy units on this hex. A unit that occupies this hex at the start of its troop's turn is dealt 1 damage.*

Inner Deployment Hexes. *All troops may deploy units on these hexes. Units that occupy these hexes cannot attack, and their skills are ignored.*



Chained Hero Hexes. *In Skirmish Mode, these hexes are where the heroes are chained. In other modes, these are treated as normal hexes.*

Pedestals. *These four hexes can only be occupied by sentinels, which are a type of support chip. They are blocked for all other units.*

Camp. *The area where troops can keep their units that are available to be deployed as well as tactics that are available to be played.*

Crowd Favor Tracks. *Players gain crowd favor by completing tasks as outlined by the game mode. Crowd favor is marked using a glass bead. There are five tracks, each of which grants a different reward when the crowd favor bead reaches the last space. Players get to choose the order in which they work towards each reward.*

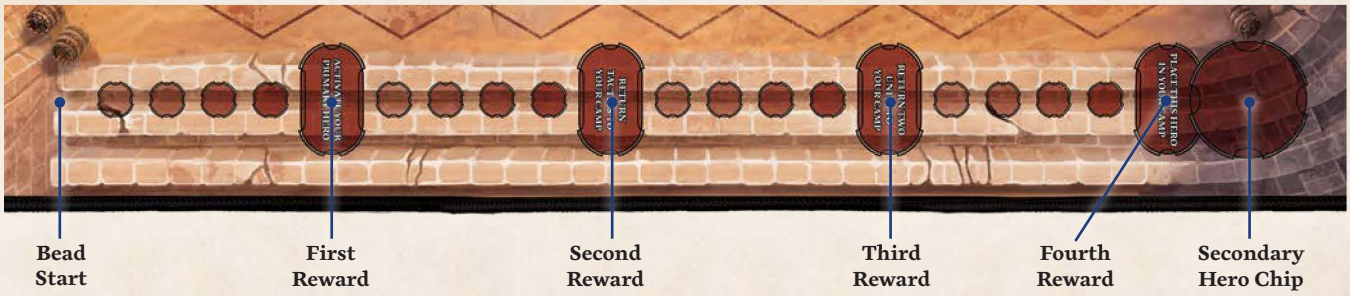
Crowd Favor

In *Remastered*, the crowd is a powerful force! Their roaring approval when they are entertained provides players with tangible rewards to fuel further achievements.

Crowd favor is only gained by player-controlled troops. When a troop takes an action and the crowd approves, that troop earns crowd favor, which is marked on that troop's crowd favor track. Each track is made up of progress spaces and reward spaces across which the crowd favor bead progresses. Landing on one of the reward spaces triggers the specific reward associated with that space.

The specific actions that generate crowd favor vary by game mode. Each arena handles crowd favor in a unique way, as well.

Crowd Favor in Pozzuoli Arena



During setup in Pozzuoli arena games, your crowd favor bead is placed below the first space of the crowd favor track. During play, you move your bead one space upwards per crowd favor you earn.

Pozzuoli's crowd favor track has a reward every five spaces. When you gain an amount of crowd favor that moves your bead onto or past a reward space, you earn its reward.

Excess crowd favor is not lost when you earn a crowd favor reward. You simply keep moving the bead along the track. If your bead is on the last reward, you do not benefit from crowd favor any further.

Pozzuoli Arena Crowd Favor Rewards

The following sections describe the four crowd favor rewards in Pozzuoli arena.

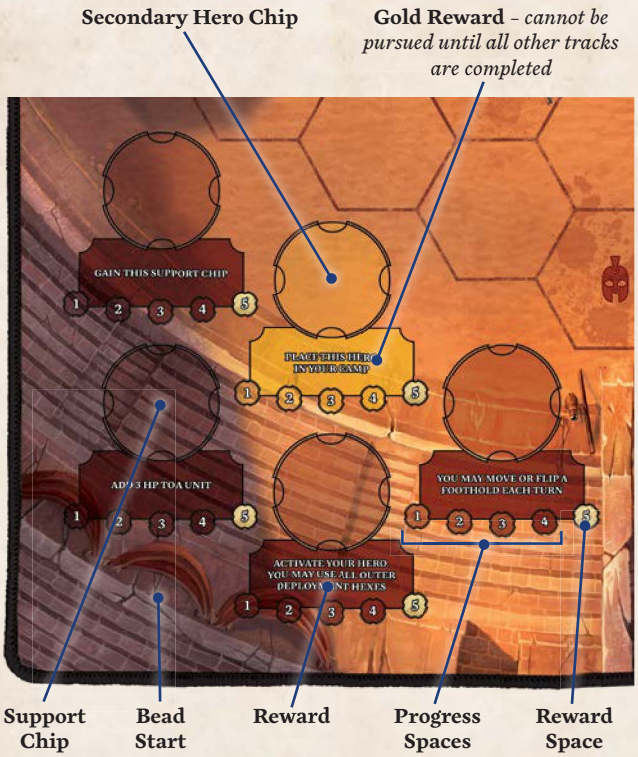
First Reward. Immediately flip your primary hero to its active side. It is now available for deployment during the Deployment Step of your turn.

Second Reward. Return all of your discarded tactics to your camp. These tactics are now available to be played during the Tactic Placement Step of your turn.

Third Reward. Return any two units from your discard to your camp. If you return a hero, it is returned on its active side. These units are now available for deployment during the Deployment Step of your turn.

Fourth Reward. Gain the hero on this reward space and place its chip in your camp, maintaining its active side face up. It is now available for deployment during the Deployment Step of your turn.

Crowd Favor in the Colosseum


Secondary Hero Chip
Gold Reward – cannot be pursued until all other tracks are completed
GAIN THIS SUPPORT CHIP
PLACE THIS HERO IN YOUR CAMP
ADD 3 HP TO A UNIT
YOU MAY MOVE OR FLIP A FOOTHOLD EACH TURN
ACTIVATE YOUR HERO. YOU MAY USE ALL OUTER DEPLOYMENT HEXES
Support Chip
Bead Start
Reward
Progress Spaces
Reward Space

During setup in Colosseum games, your crowd favor bead is placed below the tracks until crowd favor is gained. Crowd favor in the Colosseum has five different tracks of progress spaces that lead to five different reward spaces.

Each time you earn crowd favor, you can either continue progressing along the track your bead is already on or choose a new track to start. If you move to a new track without finishing your current one, you lose all progress on the current track and must start from its beginning if you pursue it again later. Your bead moves a number of spaces equal to the amount of crowd favor gained.

When you arrive at the fifth space of one of the five tracks, you earn a reward. Any excess crowd favor earned from that source is lost, and your bead remains on the fifth space of that track until you gain crowd favor again, at which time you can choose another track to pursue.

You may not pursue the center gold track until you have reached the end of all four of the other tracks. This fifth track is colored differently as a reminder of this. After earning the reward on the gold track, you gain no further benefit from crowd favor.

A support chip is placed above each of the non-gold tracks during game setup. These chips are awarded when the reward space is reached, along with the printed reward. The troop that the support chip is awarded to is defined by the game mode.

You cannot pursue a track that you have already gained the reward from. It is easy to identify the tracks that you have already completed, as they will no longer have chips above them.

Colosseum Crowd Favor Rewards

The following sections describe the five crowd favor rewards in the Colosseum:

Gain this support chip. You immediately gain the support chip above this track and place it in the arena (even if playing a game mode that would otherwise grant support chips on your tracks to another troop). You get to choose whether it is a foothold or a sentinel when doing so. For game modes where you would gain the support chip here anyway, this reward space simply has no additional reward. See "Support Chips" below for further details.

Add 3 HP to a unit. You may add 3 HP to any unit in your troop that is currently in combat. This HP may exceed its Health.

Activate your hero. You may use all outer deployment hexes. Immediately flip your primary hero to its active side if it is inactive. It is now able to be deployed on a future Deployment Step. Once you have earned this reward, you may also now use any of the outer deployment hexes rather than just the ones matching your troop's color.

You may move or flip a foothold each turn. During the Tactic Placement Step of each of your turns, in addition to playing a tactic, you may flip one foothold you control to a sentinel or move a foothold you control to an adjacent hex. You may not move footholds onto pedestals, the center deployment hex, or a hex occupied by an opponent.

Place this hero in your camp. Gain the hero above this track and place it in your camp with its active side face up. It is now available to be deployed on a future Deployment Step.

Support Chips

Only games that take place in the Colosseum arena include support chips. These are double-sided chips that have footholds on one side and sentinel units on the other. There are four red and four blue support chips. Troops should use the support chips matching their side of the arena for ease in identifying which troop controls them.

When a troop earns a support chip, they place it in the arena immediately, choosing whether to place it as a foothold or as a sentinel. The troop that places the support chip controls it. Placing a support chip granted through crowd favor does not count as a troop's deployment for that turn.

Footholds

Footholds are not units. They have no HP and cannot be attacked or defeated.

When a foothold is placed, it can be put on any hex that is not a pedestal, the center deployment hex, or currently occupied by an opposing unit or another foothold.

Only units on the foothold's team may occupy that foothold hex. If a foothold is on a deployment hex, opposing units cannot deploy units onto that hex.

Recall that units that occupy inner deployment hexes cannot attack, and their skills are ignored. Footholds on inner deployment hexes cancel this restriction. Therefore, units that occupy footholds on inner deployment hexes can attack and use skills there.

Sentinels

Sentinels are powerful but immobile units. When a troop places a sentinel, it must be placed on an available pedestal hex. If there are no pedestals available, a sentinel cannot be placed, and the support chip must instead be placed as a foothold. The sentinel immediately gains its HP when placed and is dazed the turn it enters the arena, as normal. Sentinels cannot move or be displaced from the hex that they occupy.

Sentinels are controlled by the troop that places them and act on that troop's turn, just like any other unit. All sentinels have the same stats and skills.

When a sentinel is defeated, it is placed in the discard for its troop as normal. Some game effects may allow you to add discarded sentinels back to your camp. When you deploy such a sentinel, it deploys onto an available pedestal hex rather than on a deployment hex. If there are no available pedestal hexes, the sentinel cannot be deployed.

Tactics

Tactics are advantages or hindrances that are applied to units during combat. Tactics are only used by player-controlled troops.

Each faction has one unique tactic that is not found in any other faction and three of the four common tactics which can each be found in multiple factions. The common tactics are Adrenaline, Bolster Health, Hamstring, and Stun. The effect of each tactic is printed on its chip.

The following rules apply to all tactic chips:

- **No Tactics on Elite Units.** Tactics cannot be played on elite units (heroes, immortals, or titans).
- **Used Tactics are Discarded.** When a tactic's effect ends or the unit a tactic is on is defeated, the tactic is placed in the discard of the troop that played it.

There are three types of tactics. A tactic's type is indicated on the tactic chip, and dictates where it goes when played and how long its effect lasts.

- **Permanent Tactics.** Permanent tactic chips are placed between the target unit's top chip and their HP. They remain there, in effect, until that unit is defeated or the combat ends. When one of those things happens, the tactic is discarded. Players can lift any unit chip at any time to remind themselves of the text on a tactic underneath it.
- **Instant Tactics.** The effect of an instant tactic is applied immediately. Then, that tactic chip is discarded.
- **Temporary Tactics.** Temporary tactics last for the period of time described in the tactic's text. A temporary tactic chip is placed on top of the unit it applies to while in effect. When its effect ends, the tactic is discarded. Players can lift the tactic chip at any time to remind themselves of the text on a unit underneath it.

The Structure of Play

Every game of *Remastered* varies based on its game mode, factions, units, and several other factors. However, for all its possible variety, every match is based on a common foundation of turn structure and gameplay.

General Rules for Combat

Remastered is a combat-based squad tactics game. The following general combat rules apply equally to all troops:

Innate Skills are Always Active. Unless specifically stated, the Innate skills of units in combat are always in effect, regardless of whose turn it is or what step is being carried out.

Units are Dazed When Deployed. Units are dazed on the turn in which they are deployed. This means that units cannot move, attack, or use Abilities or Specials on the turn they enter the arena. However, this rule does not affect Innate skills, and some units' Innate skills impact what they can do while dazed.

Units are Defeated When They Have No HP Remaining. Whenever a unit loses its last HP, it is defeated. Defeated units are removed from the arena and discarded.

One Trigger for Several Skills and/or Effects. When several skills and/or effects are triggered by the same incident, the effects are resolved in turn order starting with the player whose turn it is. If the same unit can trigger several skills and/or effects at once, the player that controls the unit can freely choose the order. If it is a rival unit, players collectively choose.

Dealing Damage. Some skill effects may trigger from dealing or being dealt attack damage. This specifically refers to damage dealt by an attack. Damage from Specials or other effects will not trigger these effects. It is also important to note that damage is considered to be dealt even if no HP is lost, as long as at least 1 hit is rolled in the attack or a skill or game effect's description says that damage is dealt. A unit with a skill allowing it to ignore some or all of the damage applied to it is still considered to have been dealt damage.

Setup

The very first decision you must make when starting a game of *Remastered* is which mode to play. Once a mode is selected, follow the setup as described in that game mode. Any components not mentioned in the setup of the game mode can be left in the game box, as they will not be used.

Player Turns

Remastered is played in turns, alternating between the troops until one of them wins.

A turn has a series of steps. Each troop completes all the steps of their turn before the next troop's turn begins. The turn order for each troop is outlined in each game mode. Troops controlled by players carry out their turns in the same way across all game modes. In games with multiple players, each player will complete their turn in full one after another in turn order.

The steps of a player turn are as follows:

1. Check Stone Hexes Step – games played in Pozzuoli arena only
2. Deployment Step
3. Tactic Placement Step
4. Movement Step
5. Abilities Step
6. Engage Step

Some game modes may add additional steps to the player turn as well. See the rules for the game mode you are playing for those details.

Check Stone Hexes

This step is only part of the player turn in games played in the Pozzuoli arena. The player will check to see if any of the units in their troop are on the arena's stone hexes. The benefit for occupying one or both of these hexes is defined by the game mode.

Deployment

In this step, the player may choose one available unit from their camp and place it on any deployment hex they have access to. Deploying a unit is optional unless the player's troop does not have any units in combat, in which case they must deploy if possible. The player can only deploy one unit in each of their Deployment Steps.

Units are deployed with health chips underneath their unit chip equal to that unit's Health stat and matching the color (red or blue) being used by their troop.

If there are not enough health chips available in the supply to accommodate a unit's full Health, *that unit cannot be deployed.*

All units are dazed on the turn they are deployed. A dazed unit cannot move, attack, or use their Abilities or Special skills. A dazed unit can, however, use their Innate skills.

Deployment Example:

This example (and the following ones) takes place in Skirmish Mode on the Pozzuoli arena, but player turns follow the same general flow regardless of the mode and arena.

In this combat, it is the Kunlun troop's turn (green), and they are facing the Pluto's Refugees troop (orange).

Kunlun already has the Mountain Radical and Warrior in the arena and decides to deploy their Marksman on their Deployment Step. They are playing on the blue side of the arena, so the Marksman can deploy onto any of the six blue deployment hexes.

Tactic Placement

In this step, the player may play one tactic chip from their camp. The tactic must be placed on a valid unit. A valid unit is:

- Any non-elite units in their own troop, or
- Any non-elite unit of another troop that is adjacent to a unit in their own troop.

The player may consider any of their units in the arena for tactic placement, including dazed or fatigued units.

See "Tactics" on page 13 for more details.

Tactic Placement Example:

Kunlun can now play a tactic if they would like to. They have their Blitz tactic in their camp, and since it is a helpful tactic, it would be best played on one of their own units. Players can place tactics on any of their own non-elite units, including the newly deployed Marksman, and Kunlun chooses to place it on their Warrior. Blitz is a permanent tactic, so it is placed between the Warrior's unit chip and HP chips. The effect of this tactic is that this unit will add a green attack die to all of its Attacks going forward.

Movement

In this step, the player may move each of their units that they wish to move. The player has free choice over where their units move, and in what order they move.

The following general rules apply:

- **The Movement Stat is the Maximum Move Distance.** A unit may move a number of hexes up to its Movement stat. The player may move a unit fewer hexes than its Movement stat or even choose to not move a unit at all.
- **Blocked Hexes.** A unit can freely move between unoccupied hexes, but it can't enter or move through blocked hexes. Blocked hexes are those containing other units. In the Colosseum arena, the pedestal hexes and opposing footholds are also blocked.
- **Each Unit Moves All at Once.** Each unit can only move once per turn, and that movement cannot be interrupted by another unit's move.

Movement Example:

Kunlun may now move any of its units that it wishes to move, in any order. Recall that the Marksman was deployed this turn. As a result, it is dazed this turn and cannot move. Kunlun decides to move the Mountain Radical first. It has Movement 3, but Kunlun chooses to move it only 2 hexes, as shown. The Warrior has Movement 2 and moves to the hex that the Mountain Radical previously occupied.

Abilities

In this step, the player may trigger any Ability skills on their units. These can be triggered in any order, but each unit may only trigger each of its Abilities once per turn. The player may choose not to use a unit's Ability.

Some Abilities have certain conditions that must be met for them to be triggered. For example, an Ability that is used on an adjacent unit cannot be triggered if there are no adjacent units.

Abilities Example:

At this time in the Kunlun troop's turn, they can use any of their unit's (A) Abilities (except those belonging to units that are dazed), in any order. The Mountain Radical has the Hurl 1 Ability. Looking at the Unit Skills reference, we see that this skill allows the Mountain Radical to choose an adjacent unit, in this case the Protector, and displace it to any available hex that is 1 hex away from the Mountain Radical. It displaces the Protector as shown in order to position it closer to the Marksman.

Engage

In this step, the player may have each of their units, one at a time, either attack or use a Special skill. The units can act in any order.

A unit cannot *both* attack and use a Special; the player must choose one or the other. The player may also choose not to attack or use a Special for any or all of their units.

As the player carries out each unit's attack or Special, they must be mindful of any Innate skills that may trigger as a result.

Recall that any unit that loses its last HP — for whatever reason — is immediately defeated and discarded.

Attack. To attack, a unit carries out these steps:

1. **Determine a Target.** The target of an attack must always be an opponent within Range. This means that the number of hexes from the attacking unit to the target must be equal to or less than the attacker's Range stat. For example, an attacking unit with Range 1 can only attack adjacent targets, while an attacking unit with Range 2 can attack a target one hex further away than that, and so on. When counting range, it does not matter whether intervening hexes between the attacking unit and the target are blocked or not.
   The same opponent may be targeted by attacks from multiple units in the same turn.
2. **Gather Dice.** Collect all the attacking unit's attack dice. Make sure to apply any skills — whether friendly or opposing — that modify this. In the rare event that you don't have enough dice of a specific color to roll at once, roll the available dice, remember the results, and roll any necessary dice a second time to record additional results.
3. **Roll the Dice and Count Hits.** Roll the collected dice and count the number of hit results to determine the damage dealt.
4. **Remove HP.** Remove a number of HP equal to the damage dealt from the target unit's stack. Make sure to apply any skills that modify the amount of HP removed.

Special. To use a Special, follow the skill's effect as listed on the Unit Skills reference. Some Specials require a target, which is determined in the same way as a target is determined for attacks.

Engage Example:

The final step of Kunlun's turn is the Engage Step. At this time, each of Kunlun's units, in any order, can either use a Special or attack. Note that the Marksman has the First Strike Innate skill, allowing it to attack or use a Special this turn even though it's dazed. We can see that the Warrior has the Whirlwind Special, and the Marksman has the Long Shot 4 Special. Both of these could be great options in a different situation, but attacking will allow them a better chance at dealing the most damage in this case.

The Warrior attacks first. With Range 1, it must attack an adjacent unit, so it targets the Pluto's Refugees Marksman. Recall that the Warrior has the Blitz tactic, so it rolls a green die in addition to its black, blue, and yellow dice. It gets 3 hits. The Marksman has only 2 HP so is defeated.

Next, the Mountain Radical attacks. It also has Range 1, so it can only attack the Protector. It rolls its two blue dice and gets 1 hit, dealing 1 damage. The Kunlun Marksman attacks last. With Range 2, it can target the Protector as well. It rolls its black and yellow dice and gets 1 hit, dealing another 1 damage to the Protector.

Rival Turns

Rival units are only seen in Onslaught and Ascension modes, where the game is played solo or cooperatively against the game itself. If you are planning to play any of the competitive modes of Remastered, you can skip this section.

Rival units act according to the rules laid out in this section. Within these rules, there will often be choices to be made on behalf of rival units. Players can make these choices freely. Manipulating how the rival units act to your advantage (within the framework of these rules) is part of the strategy of the game.

There are three possible types of rival units: immortals, titans, and arena units. In Onslaught Mode, the immortal forms its own troop. Similarly, the titan is on its own troop in Ascension Mode (along with any special units that act on the titan's turn). In both modes, arena

units form their own troop separate from the other rival units, though all rival units are allies.

Rival units use the skills printed on their chips just as player units do. The Unit Skills reference defines how skills work for all units. Many skills also include blue text, which defines additional details for how rival units interact with these skills.

The steps of a rival turn are generally as follows:

1. Deployment Step
2. Movement Step
3. Abilities Step
4. Engage Step

Unlike players, the rival does not have a Tactic Placement Step. Some modes may see rival turns with differing steps, so it is important to follow the turn order presented in the game mode's rules. However, even in those modes, rival units will utilize the rules presented here. For example, titans in Ascension Mode forego most of these steps in favor of a Titan Activity Step. But within that step, they will often be instructed to move and/or attack. Those actions are carried out the same as described in the respective Movement and Engage Steps outlined below.

Deployment

During the Deployment Step, one unit is placed from the rival camp onto a deployment hex. The game mode will detail which unit deploys and what deployment hexes are to be used. If there are multiple deployment hexes available, the players choose which hex the unit deploys to. If none of the assigned deployment hexes are available, a unit is not deployed that turn.

Rival units always use blue health chips. Place HP under the newly deployed unit according to its Health. Recall that units are dazed on the turn they are deployed.

Deployment Example:

This example and the following ones take place in Onslaught Mode on the Pozzuoli arena, but they should give you a good example of how rival units act even if you are playing a different mode and arena. We are going to walk through the arena's turn. Note that while Antony Blackbird, an immortal, is on the same team as the arena units, it is not in the same troop and will therefore not act during this turn.

The combat is already underway. The arena units are the white units. The player's troop consists of the green Kunlun units. In the Deployment Step, the arena deploys the Hippopotamus (which in this mode is randomly drawn from a bag). It is the player's choice which of the blue deployment hexes the Hippopotamus deploys on, and they choose the one shown.

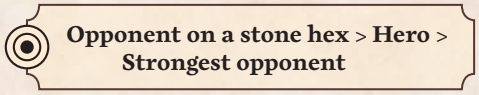
Movement

In this step, each rival unit in the troop moves. Players may freely choose the order in which they move. Recall that units are dazed on the turn they are deployed and therefore will not move that turn.

Rival units move according to a priority list. In Onslaught Mode, the priority list is found in the mode's rules. In Ascension Mode, the relevant priority lists are found on each of the Titan references.

Priority lists are arranged from left (highest priority) to right (lowest priority). Priorities represent opponents the unit wants to move towards and attack.

Priority List Example:



This is the priority list for rival units in Onslaught Mode. In this mode, all rival units use the same priority list, but this is not always the case. Here, the first priority is any opponent that is on a stone hex. If there isn't such a unit or they cannot reach it, their next priority is any hero they can reach. Their last priority is the strongest opponent they can reach.

There are two kinds of behaviors related to priorities:

- Marking determines where a rival unit tries to move.
- Targeting determines which opposing unit the rival unit tries to attack.

Marking is the behavior that is most relevant during the Movement Step. To move, a rival unit checks its priority list and follows this procedure:

1. **Identify a Mark.** Determine the highest priority that the unit can reach. The unit can reach a priority if it can move onto a hex that puts its mark within Range. Note that the rival assesses only the units within reach when determining its mark. For example, if its priority is the strongest opponent, it marks the strongest opponent in its reach rather than the strongest opponent in combat overall. If a unit can reach multiple marks of equal priority, it chooses the closest one. If multiple possible marks have equal priority and distance, players may freely choose that unit's mark. If a mark can be reached, proceed to 2a below. If no mark can be reached, skip to 2b instead.

2a. **Move the Unit.** If the rival unit's mark is already within Range, the unit does not move. Otherwise, the rival unit will move to a hex that is as far from its mark as possible while still within Range. It can move up to as many hexes as its Movement stat allows, but will use as little movement as possible to get to its destination. In other words, it takes the shortest unblocked path possible that allows it to get within Range of its mark, and will not move closer to its mark than necessary.

2b. **Back-up Movement.** If none of the unit's priorities can be reached, it uses its Movement to get closer to the highest priority possible. The rival uses its full Movement stat, taking the shortest unblocked path possible towards a hex that would put its priority within Range. Only if it cannot get closer to any unit on its priority list, will it not move.

Rarely, a priority will be a hex rather than a unit. To denote this, the priority will be unbolded, differentiating it from unit priorities which are in a bold font. A rival can reach a hex priority if it can move onto the hex itself.

Even though players are allowed to freely choose the order in which rival units move, they must return to move units that could not move earlier as the tactical situation changes. That is, players cannot leave a unit motionless by electing to execute its movement at a moment when it literally cannot move. For example, if a rival unit is blocked by allies at the start of the Movement Step, players must return to move that unit later in the step if the movement of other units eventually makes it possible for that unit to move.

There is no need to remember a unit's mark after it has moved. Each unit identifies a mark again in each of its Movement Steps, according to the current tactical situation.

Movement Example:

Any of the arena units that can move will now do so. Recall that units deployed this turn are dazed, so the Hippopotamus will not move. The Bandit does move, but we must first determine its mark by looking at the priority list. Its highest priority is an opponent on a stone hex. The Warrior is on a stone hex, but with Movement 2 and Range 1, the Bandit cannot reach it. Moving on to the next priority, which is hero, we see that there are no heroes in combat at the moment. Its last priority is the strongest opponent within reach. With its 2 movement, the only unit it can get adjacent to is the Protector, so that is the strongest opponent in reach and therefore the Bandit's mark. There is only one possible path for the Bandit, and it moves 2 hexes so the Protector is within Range.

Abilities

In this step, rival units activate their Abilities – the skills labeled with (A). See the Unit Skills reference for details on each Ability.

Abilities Example:

At this time, any of the arena units that have Abilities (and aren't dazed) can use them. The Bandit has Regen 1. Looking to the Unit Skills reference, we see that this allows the Bandit to heal for 1 HP. It currently has 3 HP and 5 Health, so it uses this Ability to heal to 4 HP.

Engage

In this step, rival units either attack or use their Special skills. Players may freely choose the order in which they act, but each rival must attack or use a Special if it can.

When players select a rival unit to act, follow this procedure:

1. **Use a Special.** If the rival unit has a Special skill, check whether the conditions apply for that skill to be triggered (see the Unit Skills reference). If they do, that unit uses its Special skill instead of attacking. The unit uses its priority list if determining a mark or target is necessary for the skill. Once the Special is resolved, this rival unit is done; move on to the next unit.
2. **Attack.** If the rival unit has no Special skill, or the conditions are not right to trigger it, the rival unit targets and attacks the opponent within Range that is highest on its priority list. If several opponents could be targeted at equal priority, players may freely choose which of those units is attacked. Hexes containing units do not block attacks; an attacker can count its Range for an attack through blocked hexes.
   - **Gather dice.** Collect all of the rival unit's attack dice. Make sure to apply any skills or game effects that modify this. In the rare event that you don't have enough dice of a specific color to roll at once, roll the available dice, remember the results, and roll any necessary dice a second time to record additional results.
   - **Roll the Dice and Count Hits.** Roll the collected dice and count the number of hit results to determine the damage dealt.
   - **Remove HP.** Remove a number of HP equal to the damage dealt from the target unit's stack. Make sure to apply any skills that modify the amount of HP removed.

As each unit's Special or attack is carried out, be mindful of any Innate skills that may trigger as a result.

Once all rival units are done following the procedure above, or you determine that all units in the troop that have not engaged are unable to attack or use a Special, the Engage Step and overall turn is over.

There is no need to remember a unit's target after it has attacked. Each unit identifies a target again in each of its Engage Steps according to the current tactical situation.

Engage Example:

The final step of this turn is the Engage Step. In this step, all of the arena units that are able to either use a Special or attack will do so. Again, the Hippopotamus is dazed, so it could not attack even if it had a target. The Bandit does not have a Special, so it attacks. Checking its priority list and Range, we see that the only unit it can target is the Protector. It rolls its one black attack die and gets a hit. The Protector is dealt 1 damage, and the HP is removed.

Defeated Units

A unit is defeated if it loses its last HP or a game effect otherwise causes it to be defeated.

Unless otherwise stated, defeated units should be placed in their troop's discard. Each troop should keep its discard separate.

Units may have other chips in their stacks that need to be dealt with when the unit is defeated.

- **Tactics.** Place in the discard of the troop that played it.
- **Health Chips.** Return to the supply.
- **Equipped Chips.** Leave on the arena hex where the unit was defeated.

End of Combat

Game rounds continue until one of the following occurs:

- **Win or Loss.** The game mode's goal or loss condition is met, at which point the game ends immediately and the troop or team that met its goal (or did not lose) is the winner.
- **Forfeit.** See each mode for the conditions requiring players to forfeit.

Game Modes Overview

Remastered has five game modes. Each is outlined below and presented in full detail later in the following sections.

While each mode has unique rules and objectives, they are all built around a core ruleset. If this is your first time reading this rulebook, it is important that you understand the preceding core rules first before reading the specific rules for the game mode you wish to play.

If you are having trouble deciding between modes for your first game, we recommend the following:

- **One Player.** Onslaught Mode
- **Two Players.** Skirmish Mode (using the Pozzuoli arena)
- **Three to Four Players.** Pandemonium Mode

Onslaught Mode

1-2 players • Solo or cooperative • Pozzuoli

Players face off against the immortals, a band of warriors whose battlefield prowess is legendary and whose ability to escape death is the stuff of myth.

Players battle one immortal at a time, along with a never-ending supply of their arena allies, in a series of waves. Players strive to hold key positions and defeat the arena allies to indirectly wear down each immortal in turn. Although immortals can't be damaged by direct attacks, the bravery that these attacks demonstrate can generate crowd favor that helps the players' cause.

Further details on page 22.

Ascension Mode

1-2 players • Solo or cooperative • Colosseum

Players attempt the seemingly insurmountable task of unseating a godlike titan. Each game features a single titan from among the six in *Remastered*. Each titan has its own powerful and varied capabilities and interacts differently with the mystical shard chips, the arena architecture, and a variety of allied units.

Further details on page 26.

Skirmish Mode

2 players • Competitive • Pozzuoli or Colosseum

Each player chooses a faction, then uses all their battlefield skill and subtle mastery of the crowd's favor to overwhelm their opponent and emerge triumphant in a tactical head-to-head match.

Further details on page 30.

Pandemonium Mode

3-4 players • Competitive • Pozzuoli

Players face off against each other in a bloody, tumultuous fight to the death. Pandemonium Mode is straightforward, eschewing nuance in favor of quick, tactical play.

Further details on page 32.

Alliance Mode

4 players • Competitive teams • Pozzuoli

Two teams of two players are pitted against each other in a chaotic, violent evolution of Skirmish Mode.

Further details on page 34.

Onslaught Mode

1-2 players • Solo or cooperative • Pozzuoli

In Onslaught Mode, a solo player or two-player team face off against a band of legendary warriors called immortals. Immortals are faced one at a time in a series of waves. The players strive to hold key positions and defeat the immortals' allies in order to wear them down and ultimately prevail.

Some rules in the cooperative version of Onslaught Mode are different from the solo rules. These changes are ***blue and italicized*** throughout. The co-op rules can be ignored in solo play.

Goal

In Onslaught Mode, you must defeat as many immortals as you can. If your primary hero is defeated, your game ends. Defeating all six immortals is an incredible challenge. The more immortals you defeat, the better you have done.

Co-op: The players work together to defeat the immortals. If either player's primary hero is defeated, both players lose.

Setup

1. **Arena.** Place the arena mat with the Pozzuoli arena face up. You will use the red side of the arena, while the rivals will use the blue side.
   Co-op: Both players use the red side of the arena and red health chips. Each player keeps their units in a separate camp.
2. **Crowd Favor.** Freely choose a neutral hero, and place it on your crowd favor track's last reward spot with the active side up. Place your crowd favor bead below the first space on the track.
   Co-op: Each player tracks their crowd favor separately, so one player will use the blue crowd favor track and bead, though they still use red chips and the red deployment hexes. Each player chooses a neutral hero for the last crowd favor reward spot on their respective tracks.
3. **Arena Chips.** Place the eight arena chips in a draw bag. The draw bag is considered to be the arena's camp.
4. **Immortal.** Find the Immortals reference and place it nearby. Shuffle the six immortal chips and place them face down in the immortal camp on the blue side.
5. **Faction.** Freely choose your faction. Then, gather your faction units and tactics (one hero, ten units, and four tactics) and place them all in your camp face up – except for your hero, which is placed inactive side up.
   Co-op: Each player chooses a different faction.
6. **Supply.** Create a supply containing all of the game's health chips (separated by color) and dice nearby.

Deployment Hexes

You use the six deployment hexes on the red side of the arena.
Co-op: Both players share these same six deployment hexes.

The immortal and arena troops share the six deployment hexes on the blue side of the arena.

Unit Limits

Immortal. There can be one immortal in combat at a time.

Player. You can have no more than three units in combat at a time.
Co-op: The players share a limit of four units between them. During each player's Deployment Step, if there are already four friendly units in combat, that player cannot deploy a unit.

Arena. There can be no more than two arena units in combat at a time.
Co-op: There can be up to three arena units in combat at a time.

Crowd Favor

In Onslaught Mode, crowd favor is earned by dealing damage to an immortal (though immortals ignore the damage itself — see "Damaging Immortals" below for more details).

When you deal damage to an immortal, you earn crowd favor equal to the amount of damage dealt.

When you reach or pass a crowd favor reward space, you gain the reward printed on the space for yourself. See "Crowd Favor" on page 11 for more details on each reward.
Co-op: Each player gains their own rewards when they reach a reward space.

Crowd favor tracks reset between waves (see "Waves" on page 25). Each of the crowd favor rewards can be earned again, with the exception of the neutral hero, which can only be gained once. Note: The third crowd favor reward, which allows you to return two discarded units to your camp, can be used to regain your secondary hero if it is discarded.

Damaging Immortals

Immortals ignore all damage dealt to them. There are only two ways to remove an immortal's HP:

- **Defeat the Immortal's Allies.** Whenever an arena unit is defeated, remove one HP from the active immortal.
- **Occupy the Stones.** At the start of each player turn, the active immortal loses one HP for each unit of that player's troop that is on a stone hex.
  Co-op: This applies on both player turns.

Recall that, though dealing damage to an immortal does not reduce its HP, it does allow players to earn crowd favor equal to the amount of damage dealt.

Allies

Although the immortals and arena units are separate troops with separate turns, they are on the same team and allied. They do not mark, target, or attack each other.
Co-op: The players' troops are allied and on the same team.

Priority List

Immortals and arena units use the following priority list in Onslaught Mode:

Opponent on a stone hex > **Hero** > **Strongest opponent**

Turn Order

Each round consists of an immortal turn, a player turn, and an arena turn.
Co-op: Each player takes a turn one after the other, in the order of their choosing. The order of player turns may change from round to round.

Onslaught Turn Order

Immortal Turn

1. Deployment – first turn only
2. Movement
3. Abilities
4. Engage

Player Turn(s)

1. Check stone hexes
2. Deployment
3. Tactic placement
4. Movement
5. Abilities
6. Engage

Arena Turn

1. Deployment
2. Movement
3. Abilities
4. Engage

Immortal Turn

A single immortal is the sole unit in its troop and the only unit to act on the immortal's turn. It is an elite unit. It refers to the priority list above for marking and targeting. The immortals take their turns as normal for rival units, with the exceptions listed below.

Immortal Deployment Step

In the first turn of a new wave, draw and deploy a random immortal from the rival camp. For the rest of the wave, skip the Immortal Deployment Step — there is nothing additional to do.
Co-op: Each immortal has +2 Health above the stat listed on its chip.

Immortal Engage Step

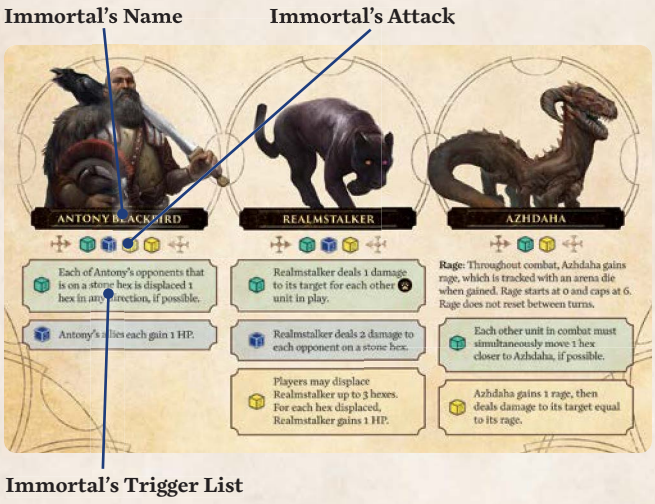
The immortal carries out its Engage Step as normal for a rival. However, even on turns where it does not attack, it will always roll all of its attack dice.

After applying the attack's damage (if there was an attack), leave the attack dice as rolled. Use those same results to activate the immortal's unique effect triggers, which are listed on the Immortals reference.

Start at the top of the trigger list and move down sequentially.

1. For each trigger, check to see whether at least one hit result matches its die color.
2. If there is at least one hit result for that color, resolve that trigger's effects.
3. If there are no results for that color, move on to the next trigger.

When all triggers have been checked, the immortal's turn ends.


Immortal's Name
Immortal's Attack
ANTONY BLACKBIRD
REALMSTALKER
AZHDAHA
Each of Antony's opponents that is on a stone hex is displaced 1 hex in any direction, if possible.
Antony's allies each gain 1 HP.
Realmstalker deals 1 damage to its target for each other unit in play.
Realmstalker deals 2 damage to each opponent on a stone hex.
Players may displace Realmstalker up to 3 hexes. For each hex displaced, Realmstalker gains 1 HP.
Rage: Throughout combat, Azhdaha gains rage, which is tracked with an arena die when gained. Rage starts at 0 and caps at 6. Rage does not reset between turns.
Each other unit in combat must simultaneously move 1 hex closer to Azhdaha, if possible.
Azhdaha gains 1 rage, then deals damage to its target equal to its rage.
Immortal's Trigger List

Let's look at an example of the an immortal's turn in action. This example might look familiar, as it continues from the previous rival turn examples.

In this example, the Deployment Step is skipped because an immortal, Antony Blackbird, is already deployed. Next is the Movement Step. The highest mark priority for an immortal is an opponent on a stone hex. The Warrior on the stone hex is already within Antony's Range, so Antony does not move. Antony has no Ability skills, so the Abilities Step passes without effect. Finally we come to the Engage Step. Antony has an Innate skill called Dig In, which adds a die to his Attack on turns he does not move during the Movement Step. Antony rolls all of his attack dice and gets 2 hits, so the Warrior is dealt 2 damage. The Warrior has the Innate skill Retaliate, so Antony is also dealt 1 damage back. Being an immortal, Antony ignores that damage and does not lose HP, but the player does gain 1 crowd favor from having dealt 1 damage to an immortal.

We must now resolve Antony's trigger effects based on his attack die roll. He rolled a hit on his green die, causing him to displace the Warrior. The player gets to choose which adjacent hex the Warrior is displaced to. The blue die also hit, causing each of Antony's allies to gain 1 HP. The Bandit and Hippopotamus, which are arena units allied with the immortal, each gain 1 HP. Recall that gaining HP is different than healing, so the Hippopotamus gets the HP boost even though it now has more HP than its Health. The black and yellow dice did not hit, and they do not have triggers associated with them regardless.

Arena Turn

Arena units act as normal for rival units on their turn. Arena units are randomly drawn when deployed, and the draw bag is considered to be the arena's camp. Recall that the arena has a limit to the number of units it can have in combat at once. If it is already at its limit, it will not deploy a new unit.

Defeated Units

- If your primary hero is defeated, you lose immediately.
  Co-op: The game is lost if either player's primary hero is defeated.
- When your other units are defeated, including your secondary hero, they are discarded. Used tactics are also discarded.
- When an arena unit is defeated, return it to the draw bag.
- When an immortal is defeated, the wave immediately ends. See "Waves" below.

Waves

Onslaught Mode is played in waves. A wave continues, turn after turn, until the immortal is defeated or until the game ends with a primary hero's defeat.

When the current wave's immortal is defeated, the wave ends immediately, and the following steps are carried out:

1. **Immortal Trophy.** Place the defeated Immortal face up to the side as a reminder that you have defeated them.
2. **Player Cleanup.** Discard tactic chips on any units in combat. Place all of your units still in combat, including heroes, back in your camp. Their health chips are removed, and when they are next deployed, they will deploy with their full HP. Your primary hero is flipped to its inactive side and will need to be activated again using crowd favor before it can be deployed. If you previously gained your secondary hero from crowd favor (and it is not discarded), it remains in your camp with its active side up and is ready to deploy in the following wave. Units and tactics previously discarded remain discarded.
   Co-op: Both players carry out these steps.
3. **Arena Cleanup.** Remove remaining HP from arena units in combat and place them back in the draw bag.
4. **Crowd Favor Reset.** Reset your crowd favor track to the start. Each reward may be gained again, with the exception of the secondary hero reward if it has already been gained.
   Co-op: Both players do this.
5. **Begin Another Wave.** Begin the next wave with a new Immortal Turn and the deployment of a random new immortal from the rival camp.

Forfeit

During the Deployment Step of your turn, if you have no units in combat and cannot deploy a unit, you immediately forfeit and lose the game.
Co-op: If there are no player-controlled units in combat during the Deployment Step of a player's turn and that player cannot deploy a unit, the players immediately forfeit and lose the game.

Ascension Mode

1-2 players • Solo or cooperative • Colosseum

In Ascension Mode, a solo player or two allied players must battle a godlike titan who has powerful and varied capabilities. Titans interact in powerful ways with mystical shards, arena architecture, and friendly sentinels.

Some rules in the cooperative version of Ascension Mode are different from the solo rules. These changes are ***blue and italicized*** throughout. The co-op rules can be ignored in solo play.

Goal

To win, you must defeat the chosen titan. If your primary hero is defeated, you lose.
Co-op: If Player A's primary hero is defeated, the players lose.

Setup

1. **Arena.** Place the arena mat with the Colosseum arena face up. You will use the red side of the arena, while the titan will use the blue side.
Co-op: Determine which player will be Player A and which will be Player B. Player A uses the red side of the arena, while Player B uses the blue side. Both players share the red HP. Designate a separate area for the titan's camp.
2. **Crowd Favor.** Place a red support chip on each of your crowd favor reward spaces except the gold one. Place a random neutral hero face up in the gold reward space. Place the crowd favor bead nearby.
Co-op: Chips are placed only on the red crowd favor track, and both players will share this track. Do not place a neutral hero, as Player B's primary hero will be placed here later in setup.
3. **Titan.** Freely choose a titan to face. Find the corresponding chip and reference card. Place the chip in the titan's camp, and place the reference nearby. Be sure to read the Titan reference carefully to determine if there are any further setup instructions to be followed.
4. **Shards.** Place each of the four shards on the pedestal hexes. Refer to the Titan reference for information on whether they begin active or inactive and whether they begin with HP. See "Shards" on page 29 for more details.
5. **Faction.** Freely choose your faction. Gather all of the chips for your faction (one hero, ten non-elite units, and four tactics). From among those chips, select six non-elite units and one tactic of your choice, along with the hero. Place them all in your camp face up, except your hero, which is placed inactive side up. The remaining chips are not used in this game.
Co-op: Each player chooses a different faction. Then, Player A chooses three non-elite units from their faction, along with their hero. After that, Player B chooses three non-elite units and one tactic from their faction. All of these chips are placed in the players' separate camps. Player B places their faction's hero on the gold crowd favor reward space, active side up.
6. **Supply.** Create a supply containing all of the game's health chips (separated by color) and dice nearby.

Deployment Hexes

Outer Deployment Hexes. You may use the two outer deployment hexes on the red side of the arena.
Co-op: Player A may use the two red outer deployment hexes, while Player B may use the two blue outer deployment hexes.

Inner Deployment Hexes. You may use any inner deployment hex. Recall that units that occupy these hexes cannot attack, and their skills are ignored. The titan has no such restrictions when it occupies an inner deployment hex.

Center Deployment Hex. You may use the center deployment hex. Recall that a unit occupying this hex at the beginning of its troop's turn is dealt 1 damage. The titan is not dealt damage when occupying this hex.

Unit Limits

Titan. If the titan has allied units, its reference card will provide all relevant information.

Player. There is no limit to the number of units players can have in combat at once, provided they have a unit in their camp to deploy. Recall a unit may not be deployed if there is not enough HP of the appropriate color in the supply for it to deploy with HP equal to its Health.

Allies

Some titans deploy arena units or other special units. All these units and the titan itself are considered allies, and they do not mark, target, or attack each other. Units designated as arena units on the Titan Reference card form a troop separate from the titan's troop. Any other units the titan adds to combat are part of the titan's troop and are controlled through the Titan Activity Step. Only the titan itself is elite; its allies are not.
Co-op: The players are allies.

Crowd Favor

When you deal damage to any opponent, you gain crowd favor equal to the amount of HP the opponent loses.

When you reach the fifth space of a crowd favor track, you gain the printed reward as well as the support or hero chip above on that track. See "Crowd Favor" on page 11 for more details on each reward.
Co-op: Recall that all crowd favor earned by both players is tracked on a shared crowd favor track. The player that deals the damage that reaches a reward on the crowd favor track is the player who places the support chip, if one is gained. Player B controls all of the players' sentinels, regardless of who places them. The players' footholds are shared, and both players can move their units onto them. Crowd favor rewards are allocated between the players as follows:

Crowd Favor	Player
Gain this support chip	As above
Add 3 HP to any unit	Player B
Activate your hero. You may use any outer deployment hexes	Hero – Player A Hexes – both players
You may move or flip a foothold each turn	Player B
Place this hero in your camp	Player B

Turn Order

Each round consists of a titan turn and a player turn. Some titans will indicate that there is an arena turn as well, which takes place after the player's turn. The arena turn is otherwise skipped.
Co-op: Each player takes a turn one after the other, in the order of their choosing. The order of player turns may change from round to round.

Ascension Turn Order

Titan Turn

1. Deployment – first turn only
2. Titan activity

Player Turn(s)

1. Deployment
2. Tactic placement
3. Movement
4. Abilities
5. Engage

Arena *Turn (if there is one)*

1. Movement
2. Abilities
3. Engage

Titan Turn

Titans are elite units. Each Titan reference contains critical rules for that specific titan and should be read carefully for unusual rules and exceptions related to the titan's deployment, allies, attacks, damage conditions, and more. One side of the card contains information about setup, special rules, and shards. The other side shows the titan dice it rolls, its stats, its priority list, and its dice effects.

The titan dice govern their actions and are separate from the titan's regular attack dice. Titans do not automatically move or attack, instead acting according to the results of these dice.

Titan Deployment Step

On the first turn of a game, the selected titan deploys onto the center deployment hex. Recall that the titan is dazed on the turn it is deployed. For the remainder of the game, skip the Titan Deployment Step — there is nothing additional to do.

Titan Activity Step

Titans do not act in defined Move and Engage Steps like other units do. Rather, they roll a collection of dice and follow special instructions based on the results. Titans skip this step if they are dazed.

To resolve the Titan Activity Step:

1. **Roll the Titan Dice.** Collect all the attack dice as shown on the titan dice area of the Titan reference and roll them. Note the number of hits of each color.
2. **Resolve the Dice Effects.** Resolve each dice effect in order, from top to bottom, as listed in the table of effects on the Titan reference. Effects requiring the roll of a single die will trigger if that die rolls a hit. Other effects require multiple dice to be rolled and are resolved differently depending on the number of hits rolled. Note that for effects that differ based on the number of hits, you will only resolve the effect related to the highest number of hits rolled. For example, if there is an effect for 1 hit and for 2 hits and you roll 2 hits, you will not resolve the 1 hit effect.
    - Some effects cause the titan to move and/or attack. These are resolved like normal for rival units, using the titan's priority list.
    - Some effects deploy units allied to the titan. See "Titan Allies" on page 29.

Let's look at an example of a titan's turn in action. We're using Mars for this example, facing off against the Kunlun troop. Since Mars is already deployed, we skip the Deployment Step.

Mars has a special rule when it comes to his titan dice. He starts with 4 and gains more as the game goes on. At this point, he is up to 6 dice. He rolls them and gets the shown results.

Organizing the roll in the order they show in the dice effects on Mars' card, we resolve green first. With one hit, Mars uses Advance. He rolls an arena die and gets a 4, allowing him to move up to 2 hexes. We must check his priority list to determine where he will move. Mars' top priority is the hero, Feng. With Range 1, he cannot reach Feng. The next priority is the weakest opponent in Range. The Marksman is weakest with only 2 HP, and it takes Mars only 1 movement to get adjacent to it, so he doesn't use the second movement.

Skipping over the yellow dice effect since they both missed, we now resolve the blue die. With 1 hit, Mars uses Smite once. He rolls a 5 on the arena die, which dictates that Mars now attacks a target within 2 hexes. Going back to his priority list, his top priority of the hero can be targeted since Feng is 2 hexes away. Mars rolls his attack dice and gets 3 hits. Feng is dealt 3 damage. Though Feng has the Retaliate Innate skill, he cannot use it because Mars is outside of Feng's Range.

Moving on to resolving the black die, we again have a single hit. Mars uses Toss, allowing him to deal 1 damage to an adjacent target and displace it to a hex that is 3 hexes away from him. We again go to the priority list and see that the target must be the Marksman because it is weakest. The Marksman loses 1 HP and is displaced. The player gets to choose which hex it is moved to as long as that hex is exactly 3 hexes away from Mars, and chooses to displace as shown.

The last die to resolve is the red die. This indicates that there will be an arena turn after the player takes their turn. In Mars' case, the sentinels under his control will act during the arena turn. Though the sentinels don't move, they have a generous reach with Range 4!

Titan Allies

The arena units and titan-specific units deployed due to a titan effect follow a common set of special rules listed below, in addition to following the unit-specific rules on that titan's reference card.

Units deployed by titan effects are dazed on the turn they deploy, as normal. Note that arena units deployed during the titan's turn would no longer be dazed on the arena's turn.

Units deployed by titan effects will act on the titan's turn unless they are designated as arena units on the Titan reference, in which case they act on the arena turn. Units that act on the titan's turn will act only when prompted by further titan effects. If unprompted or if dazed, they take no action.

If the units require a priority list, the Titan reference will outline one.

Shards

Shards are special chips that interact with the titan and with other units and effects in Ascension Mode. Each titan uses shards differently, so pay close attention to the Titan reference as you play.

Shard chips have an active side and an inactive side, like heroes do.

Active Side

Inactive Side

Shards often have HP similar to units. If the shard has blue HP (matching the color of the titan), players treat the shard as an opposing unit and may attack and use skills to damage it. If the shard has red HP, rival units may similarly mark and target it. When a shard takes damage, it loses HP as normal. Shards with HP block the hexes they occupy.

Sometimes shards can be equipped to units, and units can have more than one shard equipped at a time. An equipped shard is placed between that unit's unit chip and its HP. It then moves with that until instructed otherwise. Equipped shards are not considered to be active or inactive. A unit with an equipped shard is a shardholder. When a shardholder is defeated, its shard is left behind on the hex where the unit was defeated, active side up.

When a player-controlled unit moves onto (or through) a hex with a previously equipped shard in it, that unit automatically equips it. The rival units can move onto or through these shards but will not equip them.

Forfeit

During the Deployment Step of your turn, if you have no units in combat and cannot deploy a unit, you immediately forfeit and lose the game.
Co-op: If there are no player-controlled units in combat during the Deployment Step of a player's turn and that player cannot deploy a unit, the players immediately forfeit and lose the game.

Skirmish Mode

2 players • Competitive • Pozzuoli or Colosseum

In Skirmish Mode, two players face off in a head-to-head battle and must use both their tactical expertise and mastery of crowd favor to forge a path to victory. Note that each arena plays differently, and the rules for both arenas are presented below.

Goal

To win, you must defeat the other player's primary hero. In Pozzuoli arena, you may also win if (anytime after the first round) your opponent has no units in combat.

Setup

1. **Arena.** Choose to play on either the Pozzuoli or Colosseum arena, and place the arena mat on the table with that arena face up. One player will use the red side of the arena and the red health chips, and the other will use the blue side and blue health chips.
2. **Player Order.** Randomly determine a player order.
3. **Faction.** Starting with the second player, each player freely chooses a faction. They then gather their faction's units and tactics. The tactics are placed face up in their camp.
4. **Primary Hero.** Each player flips their primary hero to its inactive side, then:
    - **Pozzuoli Arena.** Each player places their primary hero in their camp.
    - **Colosseum.** Each player places their hero on the chained hero hex on their side of the arena.
5. **Unit Selection.** Each player places their remaining units in a draw bag, draws four units, and places them face down in their camp. Players may look at their own face-down units at any time.
6. **Crowd Favor.** Each player places their crowd favor bead near their tracks. Then:
    - **Pozzuoli Arena.** Each player places a random neutral hero active side up on their track's fourth reward space.
    - **Colosseum.** Each player places a random neutral hero active side up above their gold track, one of their own support chips above the "gain this support chip" track, and one of the opposing player's support chips above each of their other crowd favor tracks.
7. **Supply.** Create a supply containing all of the game's health chips (separated by color) and dice nearby.

Deployment Hexes

Pozzuoli

- Players may use the six deployment hexes on their side of the arena.

Colosseum

- Players may use the two outer deployment hexes on their side of the arena.
- Both players may use any inner deployment hex. Recall that units that occupy these hexes cannot attack, and their skills are ignored.
- Both players may use the center deployment hex. Recall that any unit occupying this hex at the start of its troop's turn is dealt 1 damage.

Unit Limits

There is no limit to the number of units a player may have in combat at once. Recall that if there are not enough health chips of the appropriate color in the supply to accommodate a unit's full Health, that unit may not be deployed.

If a player has fewer than four units in their camp at the end of their turn, they immediately replenish their camp by drawing chips from their bag and adding them, face down, to their camp until they have four (or until the bag is empty).

Crowd Favor

Pozzuoli

Crowd favor can be earned in two different ways in the Pozzuoli arena:

- **Defeating Units.** Earn 2 crowd favor each time one of your units defeats an opponent.
- **Occupying Stones.** Earn 1 crowd favor at the start of your turn if your units occupy exactly one stone hex. Earn 3 crowd favor at the start of your turn if your units occupy both stone hexes.

When a player achieves one of the first three reward spaces, either by landing on the space or advancing past it, they first claim its printed reward. Then, the player with the least total crowd favor may immediately add +1 HP to an elite unit of their choice or +2 HP to a non-elite unit of their choice. Track all gained crowd favor before determining rewards. In the case of a tie, the HP is granted to the player whose turn it is.

Colosseum

Crowd favor is earned in the Colosseum by dealing damage to opponents. Players earn crowd favor equal to the amount of HP lost by an opponent due to damage dealt from their own units and tactics.

When a player reaches the end of a crowd favor track, they immediately gain the printed reward. When reaching the end of one of the three tracks with an opposing unit's support chip, the opponent immediately gains and places that support chip, choosing to place it as either a foothold or a sentinel.

Turn Order

A round consists of each player taking a turn. Rounds start with the first player in turn order, followed by the second player. Turn order remains the same throughout the game.

Skirmish Turn Order

Player Turn

1. Check stone hexes – Pozzuoli arena only
2. Deployment
3. Tactic placement
4. Movement
5. Abilities
6. Engage
7. Replenish camp to 4

Primary Heroes

Pozzuoli

Each player's primary hero starts inactive in their camp. Players cannot deploy their hero until it has been activated by reaching the first reward space on the crowd favor track.

Colosseum

Each player's primary hero starts inactive in the arena on the chained hero hex on their side. Recall that heroes on their inactive side cannot move, attack, or use skills. There is no restriction on whether they can be attacked or damaged by their opponents, but inactive heroes cannot be displaced from the chained hero hex.

Primary heroes are activated when one of two things happens:

- The hero's troop reaches the crowd favor reward that activates their hero.
- The inactive hero is dealt any amount of damage. Resolve the damage in full before activating the hero.

When a hero becomes active, flip it to its active side. The primary hero is dazed the turn it is activated.

Pandemonium Mode

3-4 players • Competitive • Pozzuoli

In Pandemonium Mode, players face off against each other in a bloody, chaotic fight to the death.

Goal

A player wins when they are the only player remaining after all other players have been forced to forfeit.

Setup

1. **Arena.** Place the arena mat with the Pozzuoli arena face up. Each player should designate an area in front of them as their camp.
2. **Player Order.** Randomly determine the first player. Player order will proceed clockwise.
3. **Faction.** Starting with the last player and continuing in reverse player order, each player chooses a different faction, gathers all of that faction's units and tactics, and places them in their respective camps.
4. **Primary Hero.** Each player's primary hero is placed on its active side within their camp.
5. **Supply.** Create a supply containing all of the game's health chips and dice nearby.

Deployment Hexes

Players can use any deployment hexes in the arena.

Unit Limits

Each troop is limited to having three units in combat at a time. Heroes may be deployed at any time like any other unit.

In this mode, there is no differentiation between the health chip colors. Players may use any color of health chips for their units, or even a mix of colors. Recall that if there are not enough health chips in the supply to accommodate a unit's full Health, that unit may not be deployed.

Crowd Favor

Crowd favor is not used in this game mode.

Turn Order

A round consists of each player taking a turn. Rounds start with the first player and continue clockwise in turn order.

Pandemonium Turn Order

Player Turns

1. Check stone hexes
2. Deployment
3. Tactic placement
4. Movement
5. Abilities
6. Engage

Player Turns

Player turns are carried out as normal, except as noted below.

Check Stone Hexes Step

Players may return one of their discarded tactics to their camp for each stone hex their units occupy at the start of their turn.

Deployment Step

If a player has fewer than three units in combat during their Deployment Step, they must deploy a unit if possible.

Heroes

When a unit defeats an opposing hero, the defeating troop may return up to two non-elite units from their discard to their camp.

Forfeit

During the Deployment Step of any player's turn, if that player has no units in combat and cannot deploy a unit, they immediately forfeit and are eliminated from the game. The remaining players continue playing. If only one player remains, that player wins the game!

Alliance Mode

4 players • Competitive teams • Pozzuoli

In Alliance Mode, four players form two teams that battle each other for dominance.

Goal

To win, your team must defeat both opposing primary heroes. Your team may also win if the opposing team is forced to forfeit.

Setup

1. **Determine Teams.** Divide yourselves into two teams of two players each. Players should sit so that the teams alternate in order.
2. **Arena.** Place the arena mat with the Pozzuoli arena face up. Each player should designate an area in front of them as their camp. One team will use the red side of the arena and red health chips, and the other team will use the blue side and blue health chips.
3. **Player Order.** Randomly determine the first player. Player order will follow in clockwise order, with teams taking alternating turns.
4. **Faction.** Starting with the last player and continuing in reverse player order, each player chooses a different faction and gathers their faction's unit and tactic chips.
5. **Primary Hero.** For each team, one player places their primary hero in their camp with its inactive side face up, and the other player places their primary hero on the last reward space of their team's shared crowd favor track with its active side face up. Each team's players can freely determine which hero goes in which place.
6. **Crowd Favor.** Each team places their crowd favor bead below the first space on their track.
7. **Tactic Placement.** Each player places their tactic chips face up in their camp.
8. **Unit Selection.** Each player chooses six non-elite units from their faction and places them face down in their camp. The remaining units will not be used. Players can look at their face down units at any time, but these units will remain hidden from other players, including their teammate, until they are deployed.
9. **Supply.** Create a supply containing all of the game's health chips (separated by color) and dice nearby.

Deployment Hexes

Each team may use the deployment hexes on their side of the arena.

Unit Limits

There is no limit to the number of units a player, or team, may have in combat at once. Recall that if there are not enough health chips of the appropriate color in the supply to accommodate a unit's full Health, that unit may not be deployed.

Crowd Favor

Crowd favor can be earned in two different ways in the Pozzuoli arena:

- **Defeating Units.** Earn 2 crowd favor each time one of your units defeats an opponent.
- **Occupying Stones.** Players gain 1 crowd favor at the start of their turn if their units occupy exactly one stone hex, or 3 crowd favor if their units occupy both stone hexes. Note this includes only the player's own units, not allied units controlled by their teammate.

The members of each team share a crowd favor track. Whenever either player on a team earns crowd favor points, those points are reflected on their shared track.

When a team reaches one of the reward spaces, their team first claims its printed reward as follows:

Reward Space	Who Can Claim
First reward: Activate your primary hero	Applies to the player on that team whose hero is in their camp.
Second reward: Return tactics to your camp	Applies to one player of the team's choice.
Third reward: Return two units to your camp	Applies to one player of the team's choice. Only non-elite units may be returned.
Fourth reward: Place this hero in your camp	Applies to the player on that team that the hero belongs to.

Then, on the team with the least total crowd favor, each player may immediately add +1 HP to an elite unit of their choice in their troop or +2 HP to a non-elite unit of their choice in their troop. If tied, the team whose turn it is gains the benefit.

Turn Order

A round consists of each player taking a turn. Rounds start with the first player and continue clockwise in turn order.

Alliance Turn Order

Player Turns

1. Check stone hexes
2. Deployment
3. Tactic placement
4. Movement
5. Abilities
6. Engage

Forfeit

During the Deployment Step of any player's turn, if that player's team has no units in combat and the player cannot deploy a unit, their team immediately forfeits and loses the game.

Integrating with *Victorum*

Much of the gameplay content in *Hoplomachus: Remastered* is cross-compatible with *Hoplomachus: Victorum*, and vice versa. Further information on which elements are compatible and how to integrate them across both games can be found in a printable PDF at chiptheorygames.com/support.

Key Terms

Ability. An Ability is a type of unit skill. Units can only use their Abilities during the Abilities Step of their troop's turn in combat.

Adjacent. Two hexes that share a side are considered adjacent to each other. Units (or other chips) that are on adjacent hexes are adjacent to each other.

Adversary. Adversaries are game-controlled units that oppose player-controlled units. Titans, immortals, and arena units are all considered to be adversaries, as are any other units that are allies with these units.

Ally. All units belonging to the same troop are allies. The game may define other units as allies as well. Units cannot mark, target, or attack allied units. Units that are not allies are opponents.

Arena. The arena is the play area where the game is played. The arena mat has two sides, depicting the Pozzuoli arena on one side and the Colosseum on the other. The game mode being played dictates which arena(s) the game may take place in.

Arena Dice. Standard D6 dice that are only used as instructed by effects of titans, immortals, or unit skills. They may be used as counters to track the value of something, rolled to determine a unit's movement (using the compass), or rolled for random selection between several possible effects.

Attack. Units can attack during the Engage Step of their troop's turn. Only opponents can be attacked. When a unit attacks, it rolls all of the dice in its Attack, adds up the number of hits rolled, and deals that amount of damage.

Attack (Stat). A unit's Attack defines the dice it will roll when it attacks.

Attack Dice. The dice rolled for attacks. These dice can also be rolled to resolve various skills and other game effects.

Blocked. A hex is blocked if it is occupied by a unit or an opposing foothold, or if the game text defines a hex to be blocked another way. Pedestal hexes are blocked for all units except sentinels. Units cannot move onto or through blocked hexes, nor can they deploy onto blocked hexes.

Camp. A camp is the area where the available units and tactics of a given troop are placed when they are not in combat. The units in a troop's camp are available to be deployed, and tactics in a troop's camp are available to be placed. Units and tactics in a troop's camp are not considered to be in combat or in the arena.

Class. A unit's type: Archer, Attacker, Beast, Defender, or Tactician.

Compass. The compass is depicted on each arena. The compass is referred to in skills where a randomized direction is needed, and this is determined by rolling an arena die. The rolled result determines the direction for the skill's effect, as shown on the compass.

Damage. Units are dealt damage when they are targeted in an attack and hits are rolled. The amount of damage dealt is equal to the number of hits rolled. Units can also be dealt damage from skills and other game effects. Units must remove 1 HP from its stack of health chips for each damage they are dealt unless a skill or game effect allows them to avoid doing so. "Attack damage" refers specifically to damage dealt from an attack, while "damage" is more general, and includes damage dealt from all sources. A unit is still considered to have been dealt damage even if it is able to ignore some or all of that damage. A unit is not considered to have been dealt damage if the damage is based on attack die results and no hits are rolled.

Dazed. A unit that is dazed cannot move, attack, use Abilities, or use Specials. Innate skills are unaffected. Units are automatically dazed on the turn they are deployed. Inactive heroes are also dazed the turn they are activated.

Deadliest. When comparing units, the deadliest unit is the one with the most attack dice in its Attack, regardless of the strength of those dice. This is determined after accounting for any modifiers.

Defeated. A unit is defeated when it has no remaining HP or an effect otherwise says that it is defeated. Units are removed from the arena when defeated and placed in their troop's discard.

Deployment. Deployment is the act of putting a unit from a troop's camp into combat. Each troop may deploy one unit at most during the Deployment Step of their turn. Units must deploy onto one of the deployment hexes available to their troop.

Discard. Each troop has its own discard, separate from other troops and from the camp. This is where units and tactics are placed when they are defeated or otherwise removed from the area. In some game modes, players will be rewarded with the ability to return units and/or tactics from their discard back to their camp.

Displace. A unit is displaced if it is moved to a different hex by something other than its own movement or one of its own skills. Displacement is not considered to be movement, and will therefore not trigger skills that are triggered by movement.

Elite. Heroes, titans, and immortals are elite units. These units have thicker chips than non-elite units. Elite units cannot have tactics played on them.

Engage. A step within a troop's turn. Each unit in the troop may either attack or use a Special during this step.

Faction. All of the units and tactics from a given region make up a single faction. Each faction's chips are the same color, and the non-elite units also have a chip back with their faction's name printed on it.

Fastest. When comparing units, the fastest unit is the one with the highest Movement, after accounting for any modifiers.

Fatigued. A unit that is fatigued cannot move or attack, and all of its skills are ignored, including Innate skills.

Foothold. One side of a support chip. A foothold blocks the hex it is on for opposing units, allowing only friendly units to occupy its hex. As well, a foothold on an inner deployment hex cancels the negative effect of that hex, allowing units to attack and use their skills while occupying that hex.

Hero. The leader of the troop and its most important unit. Hero chips have an inactive side, which shows the unit's full art, and an active side, which outlines its stats and abilities. Each faction has a hero, and players generally start with this unit as their primary hero. There are also neutral heroes which players can generally gain during the game as their secondary hero. Heroes are elite units.

Heal. Healing allows a unit to recover HP. When healing, a unit cannot exceed its Health. When a unit fully heals, it sets its HP equal to its Health. Note that gaining HP is not considered healing, and units can exceed their Health when HP is gained.

Health (Stat). A unit's Health determines how much HP it is deployed with and the maximum amount of HP that it can heal to.

Hit. The face of an attack die with the ⊘ icon is a hit. When a unit attacks, it rolls the dice in its Attack and deals damage equal to the hits rolled.

HP. A unit's HP is how much damage it can take before it is defeated. HP is represented with health chips stacked underneath unit chips.

Immortal. An immortal is a rival unit that players face in Onslaught Mode. There are six immortals, and players will combat a different immortal in each wave that they play.

Innate. Innate is a type of unit skill. Innate skills are active at all times while the unit is in combat. Innate skills may provide passive effects or effects that are triggered by a specific occurrence.

Isolated. A unit is isolated when it has no allies in combat.

Least Deadly. When comparing units, the least deadly unit is the one with the fewest attack dice in its Attack, regardless of the strength of those dice. This is determined after accounting for any modifiers.

Mark. Rival units identify a mark during their Movement Step to determine where they move. Their mark is the highest priority that they can reach using their Movement.

Move. A unit moves when it changes the hex it occupies. Units most commonly move during the Movement Step of their troop's turn. However, units that change their own position due to other skills and effects are still considered to have moved.

Movement (Stat). A unit's Movement determines the maximum number of hexes it can move during its troop's Movement Step.

Neutral Hero. An elite unit that does not belong to any specific faction. Neutral heroes are often gained through crowd favor and become part of the troop that earns them. Neutral heroes gained in this way become the secondary hero of their troop.

Opponent, Oppose. Units that are not allies are on different teams and oppose each other. An opposing unit is called an opponent.

Outnumbered. A unit is outnumbered if there are more opponents in the combat than there are units on its team (including itself).

Priority. Rival units use a priority list (found in this rulebook for Onslaught Mode, and on the Titan reference for Ascension Mode) to determine where they will move and which units they will attack.

Priority List. A list that rival units use to determine their mark for movement, and what they will target for attacks and some skills. Priority lists determine an order of importance from left (highest priority) to right (lowest priority).

Range (Stat). A unit's Range indicates the maximum number of hexes away that a target of this unit's attack can be. Range 1 indicates that the unit's target must be on an adjacent hex, while Range 2 means that the target may be up to 2 hexes away, and so on.

Reach. A rival unit can reach an opponent if the rival unit can use its Movement to get to a hex within Range of the opponent. This is used when determining the rival's mark during its Movement Step. Rival units will only mark a unit they can reach.

Round. A round of *Remastered* consists of each troop taking a turn.

Sentinel. One side of a support chip. A sentinel is a unit that is added to the troop that gains it. When placed, sentinels are placed on pedestal hexes, and are the only units that can occupy those hexes. Sentinels cannot move or be displaced.

Shard. Used only in Ascension Mode. Shards are chips with special functions and effects that vary depending on the titan being faced. Shards have an active and an inactive side. In some games, shards can be equipped to player-controlled units. A unit carrying a shard is a shardholder. Equipped shards are not considered to be active or inactive.

Skill. Skills are specific exceptional powers that units can have. There are three types of skills: Innate, Ability, and Special.

Slowest. When comparing units, the slowest unit is the one with the lowest Movement, after accounting for any modifiers.

Special. Special is a type of unit skill. Units can only use their Specials during the Engage Step of their troop's turn in combat. Units must choose between using their Special or attacking but cannot do both on the same turn. Specials are not considered attacks, and any damage dealt from a Special is not considered attack damage.

Strongest. When comparing units, the strongest unit is the one with the most HP. When comparing dice, the strongest die is the one with the most hit faces. Red dice have the most hit faces, followed by black, green, blue, and yellow, in that order.

Support Chip. Double-sided chips used only in the Colosseum arena. Support chips are earned through crowd favor. When a troop gains a support chip, they get to place it in the arena, choosing whether to place it as a sentinel (if a pedestal hex is available) or as a foothold.

Tactic. Tactics are advantages or hindrances that are applied to units during combat. A troop can play one tactic per turn during their Tactic Placement Step. A troop can play a tactic on any of their own units or on a unit from a different troop that is adjacent to one of their units. Only player-controlled troops will play tactics. Tactics cannot be played on elite units.

Target. Rivals determine a target during their Engage Step, which is the opponent they will attack or use their Special on (if the Special requires a target). The rival's target is the highest priority opponent within Range.

Team. A team consists of one or more troops that are allies. In solo and cooperative modes, rival unit troops are part of the same team. In cooperative game modes, the players' troops make up a team. In Alliance Mode, there are two teams each consisting of two player-controlled troops. Troops that are not part of the same team oppose each other.

Titan. A titan is an rival unit that players face in Ascension Mode. Titans are elite units, denoted by their extra-thick chip. Units that have the titan chip back but are not extra-thick are not titans themselves, but are part of the titan's troop.

Troop. A troop is a group of units that are all allies and have the same controller. One team can consist of one or more troops. Each player has its own troop. Arena units make up their own separate troop from immortals and titans, though all rival units are on the same team.

Unit. Units are game pieces that participate in combat in the arena. Each unit is represented by a chip. Heroes, titans and immortals are all units, as are the arena units and the non-elite units each faction. Tactics, footholds and shards are not units.

Weakest. When comparing units, the weakest one is the one with the fewest health chips. When comparing dice, the weakest die is the one with the fewest hit faces. Yellow dice have the fewest hit faces, followed by blue, green, black, and red, in that order.

Credits

As Chip Theory Games has grown, our titles' production teams have expanded to the point where putting a "designed by" credit on the exterior of our boxes feels reductive. With that in mind, we've forgone that practice in favor of a fuller accounting of everyone at CTG who helped make this game what it is, with some special recognition for those individuals who went above and beyond the call of duty.

Publishers
Adam Carlson
Josh Carlson

Game Design & Development
Adam Carlson
Josh Carlson
Logan Giannini

Illustration
Yoann Boissonnett
Anthony LeTourneau
Federico Pompili

Graphic Design
Shaun Boyke
Melonie Lavely
Chelzee Lemm-Thompson

Creative Writing
Ryan Howard

Rulebook
Michael Gernes
Jeff Tidball
Shannon Wedge

Cultural Consultation
Jason Perez

Playtesting, Proofing, and Other Valued Contributions
Tom Aroune, Alper Aslan, Robert Bird, Francois-Xavier Bornes, Mark Buxton, Azrael Chatterley, Andrew Chesney, Daniel Cottam, Andrew Dyrud, Fabian Flaig, Amanda K Gehrke, Asa Giannini, Angela Grandell, Jillian Green, David Groot, Karl Hartley, Chris Hoelzl, Roman-Maria Höritzsch, Paul Kalogeras, Heather Kilber, Nate Kirkwood, Daniel LaGrotta, David Laplante, Matt Majors, Patrick Marhofen, Andrew Navaro, Matt Norton, Jacob Ogle, Ryan Picklesimer, Kyle L Rhynerson, Andrew Santoro, Steve Scarfia, Salem Scott, Luke Seigars, James Sinor, Jonol Son, Heather Swartz, Dustin Thornborrow, Juan Vilar, Josh Wielgus, Jonathan Williams, Justin York, Gregory Zilinskas

Special Recognition – Federico Pompili, Anthony LeTourneau, and Yoann Boissonnet

The two-game *Hoplomachus* project boasts more full color art pieces than anything we've ever done, and we knew we'd have to rely on a stable of true pros to get everything done at a high level of quality. To accomplish this, we organized the art into three categories: Yoann Boissonnet handled the arenas (and *Victorum's* incredible console mat), Anthony LeTourneau tackled the focal point hero pieces (and most of *Victorum's* scions), and Federico Pompili illustrated the majority of the other units, immortals, and titans.

As you can see, this trio was up for the challenge. Yoann's arenas are a perfect tone-setter, immersing you in the battlefields of ancient Roman sport (and, in *Victorum*, richly-realized fictional arenas from around the world). Longtime house artist Anthony crafted player characters with personality and spirit that instantly captured our attention. And Federico, a new hire for this project, constantly astounded us with both his speed and creativity, creating a world of warriors that brings *Hoplomachus* to life.

Quick Reference

Onslaught Mode (p. 22)

1-2 players • Solo or cooperative • Pozzuoli

Onslaught Turn Order

Immortal Turn

1. Deployment – first turn only
2. Movement
3. Abilities
4. Engage

Player Turn ***(Co-op: Each player takes a turn one after the other in the order of their choosing.)***

1. Check stone hexes
2. Deployment
3. Tactic placement
4. Movement
5. Abilities
6. Engage

Arena Turn

1. Deployment
2. Movement
3. Abilities
4. Engage

Rival Priority List

Opponent on a stone hex > Hero > Strongest opponent

Skirmish Mode (p. 30)

2 players • Competitive
Pozzuoli or Colosseum

Skirmish Turn Order

Player Turn

1. Check stone hexes – Pozzuoli arena only
2. Deployment
3. Tactic placement
4. Movement
5. Abilities
6. Engage
7. Replenish camp

Ascension Mode (p. 26)

1-2 players • Solo or cooperative • Colosseum

Ascension Turn Order

Titan Turn

1. Deployment – first turn only
2. Titan Activity

Player Turn ***(Co-op: Each player takes a turn one after the other in the order of their choosing.)***

1. Deployment
2. Tactic placement
3. Movement
4. Abilities
5. Engage

Arena Turn ***(if there is one)***

1. Movement
2. Abilities
3. Engage

Pandemonium Mode (p. 32)

3-4 players • Competitive • Pozzuoli

Pandemonium Turn Order

Player Turn

1. Check stone hexes
2. Deployment
3. Tactic placement
4. Movement
5. Abilities
6. Engage

Alliance Mode (p. 34)

4 players • Competitive teams • Pozzuoli

Alliance Turn Order

Player Turn

1. Check stone hexes
2. Deployment
3. Tactic placement
4. Movement
5. Abilities
6. Engage